Community Character Builds

by the Genshin Helper Team

DOCUMENT CHANGELOGS

1.2 to 1.6: Credits to the Genshin Helper Team

Date	Changes Applied	Applied by
September 16, 2021	Updated Amber Main DPS weapon rankings.	Hyper
	Updated Yoimiya's notes regarding Crimson Witch of Flames (2) +18% ATK set (2)	ceeeleste, 2ri
September 15, 2021	Split Support / Nuke Zhongli to Shield Support and Burst / Nuke Zhongli	2ri, Loli
	Renamed various SUB DPS as OFF-FIELD DPS and BURST SUPPORT and Raiden from SUB DPS to ELECTRO DPS	Helper Team
	Updated Rosaria Sections	Folie, 2ri, ceeeleste, Judgement
September 13, 2021	Added various In-depth Guides from respective Mains Server and KQM	Helper Team
September 12, 2021	Updated Weapon Rankings and Added Notes for Geo MC	Ascarotte
September 10, 2021	Updated Xiangling weapon rankings	LarryTheCableGuy, ceeeleste
	Removed confusing note on Pyro DPS Xiangling, added note for Kitain Cross Spear	
September 9, 2021	Removed Raiden Shogun notes regarding The Catch	Loli
September 8, 2021	Added amenoma to Kaeya subdps section, changed childe and mona subdps/nuke tags to nuke and merged beidou sub dps with electro dps section.	Luo
September 7, 2021	Updated Amber Main DPS weapon rankings.	Hyper
September 5, 2021	Edited Hutao Weapon rankings, notes, substat priority and ability tips	Ascarotte
	Updated Ability Notes for Raiden Shogun	Loli
	Added Sub DPS section for Raiden Shogun	Luo
September 4, 2021	Added Sub DPS / Support section for Kujou Sara	Judgement
	Revamped Zhongli Phys DPS weapon rankings	Ascarotte
	Renamed Electro Traveler's role to Support	
September 3, 2021	Added Mistsplitter Reforged to Anemo Traveler.	[Creed]
	Updated Weapon Rankings and Weapon Notes for Zhongli Nuke/Sub DPS	Loli, 2ri
September 1, 2021	Removed The Halberd from Zhongli Support/Nuke	tyler_bot
	Added The Catch To Zhongli Support/Nuke	
	Added Engulfing Thunder and The Catch to Xiangling Sub DPS/Pyro DPS and their notes.	LarryTheCableGuy, ceeeleste
	Revamped Xiangling Sub DPS/Pyro DPS to assume Vape comps.	
August 25, 2021	Added Kitain Cross Spear to Rosaria Cryo DPS	Loli
August 21, 2021	Added Heart of Depth (2) +18% ATK set (2) on DPS Childe with notes	2ri
	Updated SUB DPS Ganyu Section and added some notes	Ascarotte, 2ri
	Added emblem set to kaeya subdps section	Luo
August 18, 2021	Added Thundering Pulse to Amber MDPS section.	Hyper
August 17, 2021	Updated Xingqiu's notes regarding EoSF for C6 Xingqiu.	[Creed]
August 16, 2021	Removed TTDS from Sub DPS/Nuke Mona weapon list, removed Noblesse Oblige (2) Heart of Depth (2) from Freeze Support Mona artifact list	2ri
August 15, 2021	Added Hamayumi to Melt DPS Ganyu section with notes	2ri
	Added Thundering Pulse to Fischl Sub-DPS section	LarryTheCableGuy
	Added Sayu weapons, artifact set, and notes respectively	Luo

	Updated Diona Support notes regarding 2 specific sets	Adeptus
August 13, 2021	Added Thundering Pulse to most bow users' sections (Ganyu, Fischl, Childe, etc.)	[Creed]
August 12, 2021	Added Yoimiya's recommended weapons, artifacts, and talent level priority.	Luo, 2ri, tyler_bot
August 9, 2021	Updated Xiao's artifact set & notes regarding that	2ri
August 8, 2021	Added a clarification to Thrilling Tales for Sucrose.	tyler_bot
August 7, 2021	Updated Kaeya Sub DPS Section.	Ascarotte, Folie
	Updated Notes regarding 4 EoSF vs 2 NO + 2 HoD under Xingqiu's section.	[Creed]
August 5, 2021	Removed note on 4CW on Xiangling	LarryTheCableGuy
	Updated Kazuha Notes wording.	Folie
	Added Shimenawa Reminiscence (4) for Barbara DPS.	
	Split Ganyu DPS into Melt and Freeze DPS Sections.	Folie, Ascarotte, 2ri
August 4, 2021	Updated Jean Sub DPS Section.	Folie
August 3, 2021	Added Lithic Spear for Xiangling Sub DPS.	Folie
	Updated Noelle Support Notes.	
	Removed outdated information regarding R5 Rust in Childe Notes.	
	Edited Burst / Support Jean notes.	Adeptus
August 2, 2021	Edited / reformatted notes on Ayaka	Shiro
July 31, 2021	Added notes on 4 Noblesse Oblige for Chongyun	LarryTheCableGuy
	Added notes on Sacrificial Greatsword for Chongyun	
	Added Amenoma Kageuchi to Kazuha	Luo
July 30, 2021	Added Emblem of Severed Fate (2-set and 4-set) to multiple character sections [Chongyun, Zhongli, Ganyu, etc.]	[Creed]
	Added Emblem Of Severed Fate (4) to Jean Support	tyler_bot
	Added Tenacity of the Milelith (4) and notes regarding Main Stats and Substats priority on Freeze Support Mona	2ri
	Added The Flute on Ayaka Weapon Priority with notes	
July 29, 2021	Removed Prototype Starglitter from Xiangling Sub Dps	tyler_bot, Loli
	Added Kitain Cross Spear to Xiangling sub dps	
	Swapped Crimson Witch (4) and Lavawalker (4) for Klee artifacts	tyler_bot
	Added Amenoma Kageuchi to Qiqi's section + Skyward Blade to EMC's section.	[Creed]
July 28, 2021	Removed Eye Of Perception, Frostbearer, and Royal Grimore for Klee Dps	tyler_bot
	Reformatted Kaedehara Kazuha's + Kamisato Ayaka's section headers.	[Creed]
	Added Skyward Blade on Ayaka Weapon Priority	2ri
July 27, 2021	Updated Anemo MC Anemo DPS section's notes and artifact priority	Loli
	Updated all Gladiator's Finale (2) options with +18% ATK (2) for all characters	Ascarotte
	Updated Artifact Recommendations for Support Xinyan	
	Added Shimenawa's Reminiscence (4) for Hutao and Ganyu	

	Added Shimenawa's Reminiscence (2) Gladiator's Finale (2) for Xiao	
	Reformatted Bennett's section + Added notes regarding Primordial Jade Cutter VS Mistsplitter Reforged under his Thundering Fury (4) artifact breakdown.	[Creed]
July 26, 2021	Removed Favonius Codex for Mona Sub Dps/Burst	tyler_bot
	Removed Eye Of Perception and Frostbearer for Mona dps	
July 25, 2021	Added Amenoma Kageuchi to Jean subdps section	Luo
July 24, 2021	Updated Amber Support notes, artifact and substat rankings.	LarryTheCableGuy
	Replaced all Gladiator's Finale (2) and Shimenawa's Reminiscence (2) with +18% ATK (2) for Cryo Sections	Ascarotte
	Updated Weapon Rankings for Cryo DPS Kaeya Section	
	Updated Weapon Rankings for Cryo DPS Rosaria Section	
July 23, 2021	Adjusted inconsistencies with rosaria phys dps notes arrangement and grammar	Shiro
	Updated Ganyu DPS notes	Loli
	Added DPS Ayaka section	2ri, Folie
July 22, 2021	Added emblem of severed fates to xiangling	Luo
	Added Hamayumi to Amber DPS section and notes on Prototype Crescent.	Hyper
	Changed file linked under Xingqiu Sub-DPS section.	
	Added Mistsplitter Reforged to various dps	Luo
	Added Emblem of Severed Fate to Xingqiu Sub DPS.	Folie
	Updated Xingqiu Sub DPS Weapon List	
	Added Emblem of Severed Fate to Beidou Sub DPS.	
	Various Formatting and Typo Fixes.	
July 21, 2021	Re-ordered Xingqiu Sub-DPS weapon rankings.	Hyper
	Added Mistsplitter Reforged to Bennett Support and Keqing Electro DPS	LarryTheCableGuy
	Added Mistsplitter Reforged under Xingqiu Sub-DPS's weapon prio rankings.	[Creed]
July 19, 2021	Split Bennett Support Section into Sub DPS and Support	2ri, Hyper
	Added 4 star Inazuma weapons on respective weapon sheets	Potaaato
	Added Mistsplitter Reforged and Thundering Pulse to Sword and Bow sheet	
	Updated Xiangling Notes	Folie
	Removed Archaic Petra artifact utilization example from Fischl description	
July 18, 2021	Added Skyward Blade and Festering Desire to Kazuha weapon priority	Luo
	Edited Kazuha ability tips regarding infusion priority	LarryTheCableGuy
July 16, 2021	Removed EM sands reccomendation from Amber Support section.	Hyper

July 16, 2021	Updated Jean Sub DPS Weapon Rankings.	Ascarotte, 2ri
July 14, 2021	Updated Razor's Weapon Rankings and Notes	Folie
July 13, 2021	Added Freedom-Sworn on Sub DPS Jean with notes	2ri
July 12, 2021	Added Quincy's xingqiu guide to ability tips, edited ER requirements for c6	Shiro
July 9, 2021	Added Emblem of Severed Fate and Shimenawa's Reminiscence to Artifact Sheet	Potaaato
	Added notes regarding the optimal amounts of ER% for Bennett, Beidou, and Fischl.	[Creed]
July 8, 2021	Added Dodoco Tales to Mona DPS	Hyper
	Edited Kazuha Notes	LarryTheCableGuy
July 7, 2021	Edited Kazuha Support weapon rankings	LarryTheCableGuy
	Removed Kazuha Sub DPS Notes and added Support Notes	
July 6, 2021	Deleted Kazuha Sub Dps section	Helper team
July 5, 2021	Highlighted Kazuha's Support Role as preferred role & Added note about Kazuha Sub DPS	Hyper
	Added Summit Shaper to Xingqiu Weapons	Hyper, Tyler_bot
	Added weapon guide by Quincy to Xingqiu Notes	
	Added a note to Xingqiu weapon oder in regards to C6	
	Updated Kaeya's Cryo DPS Artifacts Rankings	Folie
July 4, 2021	Added Sub DPS section for Kazuha	Luo
July 2, 2021	Added notes regarding Freedom-Sworn on Bennett Support	Loli
	Updated Bennett Support weapon rankings	
July 1, 2021	Removed note on Kazuha's CC capability	LarryTheCableGuy
June 29, 2021	Revised some sections that needed proper creditting.	[Creed]
	~~Added Anemo DMG to goblet priority in Kazuha support section~~ (removed as of first of July), redid notes + added WIP to everything	Shiro
	Added Kazuha section with weapon, skill order, notes, stat priority, etc.	Luo, Ascarotte, Loli
	Removed weapons up to Prototype Archaic for Razor DPS	Tyler_Bot
	Added notes regarding defender's will on Albedo	LarryTheCableGuy
	Added Mitternachts Waltz R1 to Sub DPS Fischl and edited artifact rankings + added notes for gambler	
	Added EM DPS for Lisa's section	Folie
	Added new Crediting section towards Theorycrafters and Authors responsible for more comprehensive guides	
June 28, 2021	Added Freedom-Sworn to Bennet's DPS and Support section.	Ascarotte, [Creed]
	Removed Energy Recharge from Fischl Sub DPS Main Stats Priority and Reordered Weapons Section	2ri
	Removed Blackcliff Slasher and Skyrider's Greatsword from Xinyan DPS	Tyler_bot

June 27, 2021	Added Freedom-Sworn to Sword sheet	Potaaato
	Fixed typo In Halberd's description	Hyper
	Updated Ganyu DPS weapons list	
	Removed weapons up to Prototype Rancour for Jean DPS	
	Removed weapons up to Frostbearer for Ningguang DPS	
	Updated Ningguang weapon refinement explanation in Notes.	Folie
	Updated Xingqiu energy requirements (Outdated Changelog Edit)	
	Removed weapons up to Blackcliff Longsword for Kaeya physical DPS	Tyler_bot
June 26, 2021	Updated Xingqiu Sub DPS Weapon List	Hyper
	Bolded all refinement details / situational assumptions in all weapon rankings for formatting purposes	LarryTheCableGuy
	Removed weapons up to the best craftable weapon (Mappa Mare) for Yanfei	Tyler_bot
	Removed weapons up to the best craftable weapon (Iron Sting) for Bennet	
	Removed Snowtombed Starsilver from Diluc's DPS Weapons	Ascarotte
	Removed various weapons from Xinyan's DPS Weapons	
	Removed Debate Club from Razor and Eula DPS Weapons	
	Reformatted Anemo, Geo, and Cryo sections + Fixed capitalization and formatting issues.	[Creed]
	Removed a note from Zhongli Nuke section about shieldbot since shieldbot notes was already added	LarryTheCableGuy
June 25, 2021	Removed Compound Bow and Messenger from Amber DPS weapons.	Hyper
	Updated Xiao weapon rankings	LarryTheCableGuy
June 24, 2021	Updated Ningguang Sub DPS ability tips	Loli
	Added notes regarding Zhongli Shield Bot build	Helper Team
	Fixed Xiangling Pyro DPS Artifact ranking	Folie, Ascarotte
	Fixed numerous miswording and spelling mistakes	Adeptus
	Updated Favonius weapon series' passives	Loli
June 23, 2021	Reordered Amber's Support weapons + Added Skyward Harp & Viridescent hunt and additional notes.	Hyper
	Added 2 CW 2 Glad to Amber DPS section.	
	Added Deathmatch to Rosaria's Sub DPS section.	
	Added notes regarding high refine Serpent Spine for Eula and Xinyan	LarryTheCableGuy
	Rosaria highlighted role has been changed to Sub DPS.	Ascarotte
June 22, 2021	Added Freeze Support Section for Mona.	Folie
	Removed Qiqi's DPS section.	[Creed]

June 22, 2021	Removed Albedo DPS section, reworded subdps notes	Shiro
	Merged Chongyun Support section into Sub DPS/ Nuke section, updated Weapon priorities, Talent priorities, and Notes regarding to those changes.	2ri
June 21, 2021	Reordered Amber's DPS weapon ranking + Added Viridescent hunt.	Hyper
	Reordered Ganyu's Sub DPS weapon ranking priority.	[Creed], Ascarotte
	Reformatted Ganyu's Sub DPS weapon ranking priority + Added Alley Hunter and additional notes.	[Creed]
June 20, 2021	Removed Pale Flame 4 and added notes regarding why for Geo MC's Phys DPS section	LarryTheCableGuy
	Updated Rosaria Phys DPS Artifact Priority + Notes regarding Pale Flame (4)	
	Replaced Fillet Blade with Harbinger of Dawn in Anemo MC's Anemo DPS weapon prio	Shiro
	Updated Rosaria/Kaeya Notes regarding Pale Flame (4)	Shiro, Folie
	Updated Xingqiu notes for c6 weapon order	Luo
	Updated Ningguang DPS Weapons, Ability Tips and Notes.	Tyler, Folie
	Removed Geo & Anemo MC elemental DPS normal attack talent priorities	Loli
	Added additional notes regarding 4-TF Bennett in his DPS section.	[Creed]
	Updated Ningguang weapon order and notes	Shiro
	Updated Xiangling roles, weapon order and notes	Luo
	Added +18% ATK set (2) to builds which included the "brave / sojourner" abominations	Shiro
	Updated Support Qiqi Artifact priority.	Folie
June 18, 2021	Reworded Venti subdps notes slightly	Shiro
	Removed Support/ Sub DPS Jean Normal Attack Talent Priorities and updated notes.	2ri
	Updated EM Build Sucrose Talent Priorities and added notes regarding levelling her talents up.	
	Revamped Razor notes regarding Serpent Spine and Blackcliff Slasher playstyle	LarryTheCableGuy
	Moved Noelle Support section notes on healing to ability tips instead	
	Updated Amber DPS Section with Crimson Witch of Flames (4).	Folie
	Updated Qiqi Section wording.	
	Updated Ganyu Notes Section wording.	
	Updated Kaeya Freeze DPS Ability Tips and Sub DPS wording.	
	Updated Zhongli Physical DPS section regarding HP Mainstat sands and Crescent Pike placement.	
	Updated Bennett DPS Weapon Rankings with Skyward Blade.	Folie, Ascarotte
	Updated Yanfei DPS and Klee DPS notes regarding Dodoco tales	Loli
June 17, 2021	Edited Zhongli's Artifact priority for Phys DPS, edited notes and updated his optimal attack string.	[Creed]
	Edited MoD rankings for Yanfei, removed MoD note for both Yanfei and Klee and edited notes regarding Dodoco Tales for Yanfei and Klee	LarryTheCableGuy
June 16, 2021	Updated Xingqiu Notes regarding ER/ATK% Sands selection.	Folie
June 15, 2021	Added Tenacity of the Millelith (4) to Sub DPS Fischl with notes	2ri
	Reworded Venti's notes	Shiro

June 14, 2021	Added notes to EM Sucrose.	Tyler_bot, Folie
	Added Vortex Vanquisher to Xiangling and Rosaria Sub DPS Weapon sections.	Ascarotte
	Changed the star to be on Sucrose's EM BUILD section instead of Anemo DPS.	[Creed], Loli
	Removed Sucrose's support section - Replaced it with a new section: EM BUILD.	
June 13, 2021	Changed the star to be on DPS instead of Support for Noelle	LarryTheCableGuy
	Updated notes for Yanfei DPS	Loli, LarryTheCableGuy
	Changed Venti weapon order and notes	Luo, LarryTheCableGuy
	Removed ER sands from Venti + edited mainstat choices rankings	LarryTheCableGuy
	Added Dodoco Tales to Yanfei with notes	2ri
June 12, 2021	Edited Bennett DPS substat priority + notes	LarryTheCableGuy
	Updated and Reformatted the weapon priority rankings of Qiqi's DPS section.	[Creed], Folie, LarryTheCableGuy
	Edited Memory of Dust weapon ranking for Klee	LarryTheCableGuy, Tyler
	Updated Fischl Sub DPS Notes regarding Thundering Fury 4-set and Skill/Burst rotation order.	Folie, Shiro
June 11, 2021	Added Dodoco Tales to Klee and changed Klee weapon order and notes	Luo, [Creed], Tyler
June 10, 2021	Added an additional note that clarified the rankings of Sucrose's Support section.	[Creed]
	Reformatted Sucrose's Support section.	
	Reordered Fischl Substat priority	LarryTheCableGuy
	Added Mitternachts Waltz to Fischl Sub DPS Section.	
	Swapped EM and Crit for Venti circlet options.	tyler_bot
	Added Mitternachts Waltz to Fischl DPS Section.	Folie
	Added refinement stats to Mitternachts Waltz	LarryTheCableGuy
June 9, 2021	Updated Temporal Elemental Mastery priority for all sections.	Folie
	Added Dodoco Tales to Ningguang	tyler_bot
	Updated recommended main stat options for Venti Sub DPS	Loli
June 8, 2021	Updated Jean Support to Support/ Sub DPS, Artifacts substats priorities and Talent priorities	2ri
	Updated Bennett Support substat priority	Loli
	Fixed Blackcliff Agate naming (previously Blackcliff Amulet) and reworded Mona's vaporise combo in ability tips	Shiro
	Added Pale Flame (4) to Kaeya Physical DPS Section	Folie
June 7, 2021	Added Dodoco Tales to Catalyst sheet and Mitternachts Waltz to bow sheet	Potaaato
	Removed Beidou Physical DPS Section.	Folie
June 4, 2021	Added DEF% cup to Albedo subdps and edited notes	Luo
	Updated Venti weapon order	Loli

June 3, 2021	Added Gladiator's Finale (2) and Noblesse Oblige (2) as an aditional artifact option for Ningguang's DPS section.	[Creed]
	Updated Xiao weapon order and edited notes	Luo
	Added notes regarding Xiao artifacts.	Tyler_bot, LarryTheCableGuy
May 31, 2021	Added energy recharge sands to Ganyu Support	Tyler_bot
	Updated Beidou and Xingqiu substat priority	2ri
	Added that Xiao can skill 3 times at c1 and collect all particles, changed Eula's talent priority	Shiro
	Updated Xiao's notes regarding his optimal skill rotation + optimal combos in specific situations.	[Creed]
	Updated the Notes under Diona's support section + Added additional notes regarding her weapon priority rankings.	
	Updated Hutao DPS Weapon ranking and Note section.	Folie
	Updated Ganyu Sub DPS Weapons (Windblume Ode).	
May 30, 2021	Edited Xingqiu weapon rankings + notes (for FD).	LarryTheCableGuy
May 29, 2021	Added a star to Eula (because she deserves it) + updated Eula notes.	LarryTheCableGuy, Ascarotte
	Rearranged Lisa Sub DPS substat priority, with a justification for Energy Recharge.	Tyler_Bot, LarryTheCableGuy
	Added Thrilling Tales to Lisa sub dps.	
	Copy pasted Jean's DPS Weapons rankings into anemo traveler and Geo Traveler's Physical DPS build.	Shiro
May 28, 2021	Removed an incorrect note from Qiqi section regarding 4maidens	LarryTheCableGuy
May 27, 2021	Removed ER sands from Xiao	Shiro
	Fixed the error of leaving Aquila Favonia out on Cryo Kaeya DPS section.	Potaaato, Folie
	Edited Mona DPS Notes	LarryTheCableGuy, Judgement
May 26, 2021	Updated Xingqiu Artifact Rankings, Substats Priority, and Notes regarding to those changes.	2ri
	Removed Burst DPS Klee section.	
	Updated Eula Combo, Weapon, Main Stat and Note sections.	Folie
	Updated Beidou Weapons and Notes section.	
	Removed Normal Attack Talent from relevant Sub-DPS/Support sections	LarryTheCableGuy, Folie, Loli
May 25, 2021	Updated Eula weapon ranking.	Folie
	Updated Barbara Artifact options.	
	Updated Jean DPS Artifact options.	
	Updated Bennett Artifact and Note sections.	
	Updated Albedo Note sections.	

May 24, 2021	Reformatted Jean Support's weapon ranking priority.	[Creed]
	Added Instructor (4) to Diona's support build.	
	Updated Eula Notes	Loli
May 23, 2021	Added Songs of Broken Pines on Physical DPS Beidou	Sonarchy
	Added Wanderer and Crimson Witch options for Diluc, Yanfei and Bennett DPS	
	Added Wanderer options for Chongyun Sub DPS	
	Added Gladiator and Wanderer options for Xiangling Sub DPS	
May 22, 2021	Updated Barbara DPS Section	Folie
	Edited Support Bennett weapon rankings + Notes for consistency	[Creed], LarryTheCableGuy
May 21, 2021	Added Eula notes on The Unforged	LarryTheCableGuy
	Added Song of Broken Pines to Xinyan	Ascarotte
	Added Song Of Broken Pines to Diluc	Tyler_Bot
	Added Song of Broken Pines to Razor	LarryTheCableGuy
May 20, 2021	Updated Geo & Anemo MC's DPS recommendations - Removed Physical Build.	[Creed], LarryTheCableGuy, Loli, Folie
	Updated Bennett DPS's Artifact Priority - Added Thundering Fury (4) as a recommended artifact set.	[Creed]
May 19, 2021	Updated Eula DPS Ability Tips	Loli, Ascarotte
	Updated Fischl DPS Weapon Rankings and Notes	Folie
May 18, 2021	Added Song of Broken Pines to Claymore sheet	Potaaato
	Added Eula DPS - Weapon, Artifact recommendations, Stat, Talent priorities, Ability tips, Notes	Adeptus, Luosen, Folie, [Creed], LarryTheCableGuy, Shiro, Ascarotte, Potaaato
	Updated Xingqiu Artifacts and Notes	Folie
	Updated Fischl Sub DPS Weapon Rankings	
	Collapsed Lisa's Sub DPS & Support section together.	[Creed]
	Removed the star from Sucrose Sub DPS section, revamped Sucrose's role from Sub DPS to DPS, updated talent priorities	Loli, 2ri
	Updated Venti artifacts	tyler_bot
	Updated Mona's artifact, mainstats priority, notes and ability tip sections.	2ri, Folie
May 17, 2021	Added a Sub DPS Section for Lisa + Added a link to KQM's Lisa Analysis.	[Creed]
May 16, 2021	Added link to Mona Library	LarryTheCableGuy
May 15, 2021	Shifted Prototype Rancour placements for Bennett Support + Notes	LarryTheCableGuy
May 14, 2021	Updated Keqing and Jean notes - reduce clutter	Adeptus
	Updated ZL notes Page	Luosen
	Updated numerous notes pages to remove clutter	Shiro

May 13, 2021	Updated Jean mainstat, substat choices, and weapon choices	tyler_bot, Folie
	Updated subdps Fischl mainstat choices	
	Updated Venti mainstat choices	
	Updated Amber support weapon rankings	Ascarotte
	Added Pale Flame(4) to Zhongli main DPS	LarryTheCableGuy
May 12, 2021	Updated Fischl DPS weapon rankings and DPS notes	Shiro
	Updated Kaeya Cryo DPS's weapon priority, skill priority, and artifact priority. Added notes with regards to these changes.	[Creed]
	Updated Jean's stat choices	tyler_bot
	Added Kaeya Physical DPS section and updated weapon recommendations	Folie
	Updated Fischl Notes	
May 11, 2021	Updated Fischl DPS Weapons	Folie
	Updated Zhongli's support notes to include shieldbot	Shiro
	Updated Diona's weapon recommendations and notes	
May 9, 2021	Added pale flame as a side option to 2glad 2bloodstained for zhong dps	Shiro
	Removed yucky comments on debate club (level 70 stuff)	
	Added Recurve Bow to Diona section, and removed The Stringless + Notes	LarryTheCableGuy
May 8, 2021	Updated Physical Rosaria's Artifacts	Folie
	Updated Yanfei's Notes - Weapon and Artifact Set Priority.	[Creed], Folie, LarryTheCableGuy
May 7, 2021	Updated Ganyu Section	Folie
	Updated wording on Ganyu DPS notes	Shiro
	Added Lavawalkers to Klee section	Tyler_Bot
May 6, 2021	Updated Venti Sub DPS Weapon order	Loli
May 5, 2021	Added link to a library detailing keqing's attack rotations	LarryTheCableGuy
May 4, 2021	Removed 4 ER based weapons from Physical Keqing.	LarryTheCableGuy, [Creed], Enku
	Updated Yanfei notes and ability tips to include optimal attack rotation + changed some wording	Shiro
May 3, 2021	Updated Xingqiu ability tips to include updated link to Xingqiu handbook due to feedback survey	
	Updated Noelle DPS notes due to feedback survey	
April 30, 2021	Edited Fischl Notes	LarryTheCableGuy
April 29, 2021	Added Tenacity of the Millelith (4) as a recommended artifact set for support Xinyan and Qiqi, added additional notes to explain how to increase their support effectiveness.	KamijouKid
	Adjusted Klee's weapon priority rankings for DPS + Adjusted Yanfei's weapon priority rankings for DPS	[Creed]
	Added an additional note in Ningguang's Sub-DPS section to clarify her weapon priority rankings.	
	Added a few recommended artifact sets for Yanfei	
	Added Noblesse Oblige (4) as a recommended artifact set for Qiqi Support.	
	Added Viridiscent Venerer (2) and Gladiator's Finale (2) as a recommended artifact set for Venti.	
	Fixed an error with Zhongli's Aritfact Priority + Reformatted Zhongli's Artifact Prio.	

April 28, 2021	Added Tenacity of the Millelith to Zhongli Sub DPS + Notes	LarryTheCableGuy, Loli
	Revamped Physical Keqing Artifacts + Notes	LarryTheCableGuy
	Added Pale Flame/BSC to Xinyan DPS	
	Added Pale Flame/Tenacity of the Millelith sets	Folie
April 27, 2021	Updated Albedo Sub DPS Artifact order	Loli
	Added Tenacity of the Millelith (4) to Albedo's Sub DPS artifact options	
	Added Yanfei to Pyro sheet	Potaaato, Folie
	Added 2 Crimson 2 Noblesse to Klee's artifact options	Tyler_Bot
	Added an additional note under Albedo's Talent Priority as a DPS.	[Creed]
	Added Rainslasher to Diluc + Notes	LarryTheCableGuy
	Added Black Tassel to Zhongli Sub-DPS	
April 26, 2021	Added Deathmatch to Xiangling Sub-DPS	LarryTheCableGuy
April 25, 2021	Added Thundersoother(4) to Fischl Sub-DPS + Notes.	LarryTheCableGuy
April 24, 2021	Swapped rankings of Blackcliff and Deathmatch in Xiao DPS list	Shiro
April 23, 2021	Added Summit Shaper to Albedo Sub DPS Section.	Adeptus
	Moved Deathmatch above Skyward Spine and Favonius Spear for Zhongli Support and modified notes accordingly.	Shiro
	Added notes to Albedo's Sub DPS section.	[Creed]
April 22, 2021	Revamped Ningguang's Sub DPS/Nuke Weapon Rankings + Notes.	LarryTheCableGuy, Miss Ahri
April 21, 2021	Added Harbringer of Dawn to Xingqiu's Sub DPS Weapon Options + notes.	[Creed]
April 20, 2021	Updated Xiao mainstat choices + notes.	LarryTheCableGuy, Judgement
April 18, 2021	Removed Energy Recharge mainstat recommendation from Xiao	LarryTheCableGuy
	Added Eye of Perception to DPS Lisa weapon rankings	
April 16, 2021	Added Tenacity of the Millelith and Pale Flame to artifact sheet	Potaaato
April 15, 2021	Updated Diona talent priority + notes	LarryTheCableGuy
	Updated Ganyu Notes	Adeptus
April 14, 2021	Added Lion's Roar to Support Jean	LarryTheCableGuy
April 10, 2021	Updated Support Sucrose notes	Loli
	Updated weapon rankings for Phys DPS Rosaria + Notes	LarryTheCableGuy, Judgement, Folie
	Updated weapon rankings for Cryo DPS Rosaria + Notes	LarryTheCableGuy, Judgement
April 8, 2021	Added elemental mastery to substat priority for Sub DPS Rosaria + notes	LarryTheCableGuy
	Fixed Rosaria font standardisation and added link to reverse melt tricks in Sub DPS	Shiro
April 7, 2021	Added Alley Hunter to bow sheet	Potaaato
	Added Windblume Ode to sub DPS/Nuke Childe	LarryTheCableGuy
	Added notes regarding physical and sub DPS Rosaria	
	Updated Diluc notes regarding Serpent Spine R5	Luosen
	Added notes and weapon order to Rosaria dps	
April 6, 2021	Added Alley Hunter to Childe Sub DPS	LarryTheCableGuy, Ascarotte, Adeptus
	Updated Fischl Sub DPS's weapon priority.	LarryTheCableGuy

April 5, 2021	Updated Childe Notes.	LarryTheCableGuy
	Updated Fischl Sub DPS's weapon priority.	[Creed]
	Added Alley Hunter to Fischl Sub DPS	Tyler_Bot
April 3, 2021	Added Alley Hunter to Venti Sub DPS	Loli
March 30, 2021	Updated Hu Tao Notes	Adeptus
	Added Skyward Blade as an option for Kaeya Sub-DPS and revamped Kaeya's overall weapon recommendations. An additional footnote was added to Kaeya's Sub-DPS weapon recs to avoid confusion.	[Creed], Ascarotte, LarryTheCableGuy
	Removed Cold Steel and Fillet Blade as 3-star options for Kaeya Sub-DPS and replaced it with Harbringer of Dawn.	
	Adjusted Mona Sub-DPS/Nuke's weapon priority and added Solar Pearl.	[Creed]
	Added notes regarding ATK goblet with Serpent Spine on Razor.	LarryTheCableGuy
March 28, 2021	Added notes regarding mainstat choices for Diona	LarryTheCableGuy
	Revamped Geo MC's weapon priority for both Main DPS and Sub DPS/Nuke Build, updated Geo MC's artifact priority for both set-ups.	[Creed]
March 27, 2021	Added Hu Tao DPS notes in regards to Retracing Bolide	Adeptus
	Added Retracing Bolide to Hu Tao Artifact Recommendations	
	Added Festering Desire to Qiqi Support's weapon prio.	[Creed]
March 26, 2021	Updated the weapon prio of Chongyun support and added an additional note.	[Creed]
	Updated Kaeya DPS's artifact priority and added an additional footnote for his weapon prio.	
	Updated weapon priority for Jean Support, editted formatting/numbering of Jean's weapon prio and added Primordial Jade Cutter.	
	Updated notes for Zhongli Sub DPS/Nuke and added Lithic Spear.	LarryTheCableGuy
March 25, 2021	Swapped favonius and elegy for diona	Shiro
March 24, 2021	Changed some Arti prio for Nuke Childe, editted formatting for Jean.	Twofu
March 24, 2021	Added a link to a spreadsheet detailing who can hit enemies sucked and ragdolled into Venti's burst.	LarryTheCableGuy
	Added another link to a Noelle overview video in her DPS ability tips and moved the original video link to DPS notes.	Shiro
March 23, 2021	Updated Chongyun notes and weapon recommendation order	Ascarotte
	Updated artifact set recommendations for Amber	[Creed], LarryTheCableGuy
	Updated notes, artifacts and talent priority recommendations for Diluc	
	Updated Xingqiu's Sub DPS weapon priority/order	[Creed]
	Added Ability Tips to Venti on VV's effects.	LarryTheCableGuy
	Updated Diona artifacts	Tyler_Bot
	Added Widsith to Sucrose Support, adjusted Thrilling Tales' Priority	[Creed]
	Updated Sucrose's Support weapon priority/order + Updated Sucrose's overall notes as a Support.	
	Added Lost Prayer to the Sacred Winds to Mona Sub DPS/Nuke Added Skyward Atlas to Mona Sub DPS/Nuke	
	Updated Mona's Sub DPS/Nuke weapon priority/order	
	Added elemental mastery as alternatives to ATK/ER Sands for Amber	
	Added elemental mastery as alternatives to ATK/ER Sands for Xiangling	
	Updated Xiangling's Sub DPS weapon priority/order Added Staff of Homa and Primordial Jade Winged-Spear to Xiangling Sub DPS Updated Xiangling's overall class notes/description	
March 21, 2021	Updated Ningguang weapon priorities and updated Skill Notes + Overall Class Notes. Homing fix didn't fix the EB issue of one Star Gem hitting the ground before it can home in.	Ahri

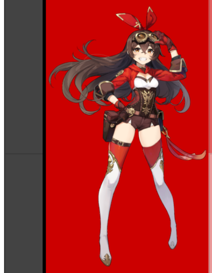
March 21, 2021	Added elemental mastery as alternatives to ATK/hp sands for hutao klee and diluc	Luosen
	Updated Klee DPS weapon order	
	Updated Jean Support Artifact Set and Notes	Adeptus
March 20, 2021	Updated Fischl support notes and weapon order	Shiro
	Updated Venti's Sub DPS weapon order	Loli
March 19, 2021	Added Windblume Ode to Venti Sub DPS	Loli
	Added Windblume Ode to Bow sheet	Potaaato
	Added The Alley Flash and Wine and Song to sword and catalyst sheet	
March 17, 2021	Reordered Venti's weapons and further added to his notes	Shiro
	Updated Geo Traveler's weapon order for both builds	
	Added Elegy for the End to Amber, Venti, Fischl and Diona	
	Updated Childe Build Guide	Folie
	Added Alley Flash to Bennett (support) build and changed weapon order	Luosen
	Added Elegy for the End to Venti notes	
March 16, 2021	Added Elegy for the End to Bows sheet	Potaaato
	Changes Venti's notes to include ability to swirl 7 times	Shiro
March 14, 2021	Added Rainslasher to Claymore sheet	Potaaato
	Added Burst stat prioritization to Support Bennett build	Folie
March 12, 2021	Added link to KeqingMains Hu Tao guide in ability tips for Hu Tao	Shiro
March 5, 2021	Updated Diluc notes	Luosen
March 4, 2021	Added Hu Tao Ability tips	Adeptus
March 2, 2021	Added Hu Tao DPS Weapon, Artifact - Main/Sub Stat Recommendation, Talent Prioritization and Notes	Adeptus, Luosen & Potaaato
March 1, 2021	Overhaul of Beidou's weapon order, artifact order, talent order and ability tips. Added Physical DPS and Electro DPS	Shiro
Februrary 25, 2021	Updated Amber DPS weapon order	Folie
	Updated Xiao weapon order	Luosen
Februrary 23, 2021	Added Staff of Homa, Lithic Spear, and Lithic Blade to weapon sheets	Potaaato
	Added Staff of Homa to Xiao DPS and Zhongli	Luosen
	Added Lithic Spear to Xiao DPS	
	Added Lithic Blade to Diluc DPS and Xinyan DPS	
Februrary 21, 2021	Updated Ningguang Sub DPS Talent Priority	Loli
	Updated Ningguang Sub DPS Ability Tips	
	Swapped star from Xiangling DPS to sub DPS	Shiro
Februrary 18, 2021	Updated venti sub dps weapon order and notes	Luosen
February 16, 2021	Updated Razor DPS weapon order and notes	Luosen
	Updated Xiao notes	KamijouKid
	Updated Keqing Quickswap weapon order	Enku
February 14, 2021	Updated Xiangling Support weapon order	Luosen
	Updated Diluc DPS weapon priority	Shiro
	Updated Noelle DPS with weapon overhaul and updated notes.	
Februrary 12, 2021	Added heart of depth and retracing bolide to Ganyu DPS build and updated notes	Luosen
Februrary 9, 2021	Updated Fischl support notes and added details for clarity	Ahri
Februrary 7, 2021	Added Primordial Jade Cutter to Geo MC DPS and Sub DPS	Adeptus
	Added Eye of Perception to Mona DPS	Shiro

	Updated Albedo notes	Luosen
Februrary 6, 2021	Updated Xiao ability tips	Luosen
Februrary 4, 2021	Added Primordial Jade Cutter to sword section	Potaaato
	Updated Keqing weapons for physical and electro (Quickswap and Sustained) builds	Enku
Februrary 3, 2021	Updated Ganyu dps notes	Adeptus
	Added Primordial Jade Cutter to all the builds	Luosen
	Added Xiao build	
Februrary 2, 2021	Removed Diona DPS build	Luosen
Februrary 1, 2021	Updated Chongyun subdps/nuke artifact orders, description, talent order, and main stats rec.	Luosen
	Removed wanderer's troupe 4pc from venti's artifact list	
	Updated many character's roles. The term "support" is often confusing and misleading.	
January 31, 2021	Added festering desire to traveler anemo support	Luosen
January 29, 2021	Updated klee, jean (dps), chongyun and albedo (dps) weapon order	Luosen
	Added blackcliff weapons to many characters	
January 28, 2021	Updated Venti dps artifact order	Luosen
	Swapped Archaic and Rainslasher for Beidou Sub DPS	Shiro
January 26, 2021	Added Whiteblind to Claymore sheet	Potaaato
	Removed all Team comp maker related sheets	
	Updated weapon sheets to be categorized by weapon type	
	Removed 3/4/5 star weapon sheets	
January 24, 2021	Updated Noelle DPS main stat priorities for sands	Shiro
January 22, 2021	Updated Ganyu notes	Luosen
January 20, 2021	Added Theorycrafting Library links to Razor and Childe's ability tips	Shiro
	Updated Traveler (both) DPS sections to reorder Sword of Descension	
January 18, 2021	Added Primordial Winged Jade Spear to 5 star weapon sheet	Potaaato
	Updated Noelle DPS to include new tips in notes section for C6	Shiro
January 13, 2021	Added Ganyu DPS and Support Ability tips	Aidan
	Added Ganyu Support Notes	
	Added Ganyu DPS Notes	Adeptus
	Added Ganyu Support Artifacts, Weapons, and Artifact stats priority - Changed BiS to Harp	
	Marked Ganyu's recommended role as DPS	Gian
	Updated several casing and typographical errors; realigned the ROLE with the NOTES ROLE description.	
	Added Ganyu DPS Artifact Sets	Adeptus & Aidan
	Added Talent Priority and Artifact Stats Priority	
	Added 2 Glad + 2 BSC on Jean DPS	Shiro
January 12, 2021	Added Ganyu DPS Weapon recommendations	Adeptus
	Added Memory of Dust to Several Catalyst characters' weapon recommendations	
January 10, 2021	Updated Talent Priority format - streamlined text	Genshin Helper Team
	Updated Stat Priority for all characters - now Main Stat / Sub Stat	
	Updated numerous characters Stat Priority orders	Shiro
	Updated Xiangling Support late game stat priority, changed "SUPPORT" to "SUB DPS"	
January 8, 2021	Changed Venti Support tag to DPS/under-invested, changed notes.	Luosen
	Updated Jean Support weapon order and notes	
	Updated Childe's Support section to BURST DPS/Nuke section, added all info	Shiro

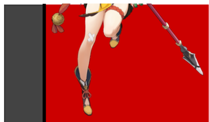
January 6, 2021	Updated Overview tab with Title tab.	Uero-Ro
	Reordered Venti talent order and Diona's stat priority	Shiro
January 5, 2021	Updated some minimal typographical errors with the mnemonics of Constellations [C] and Refinements [R]	Gian
	Added Festering Desire on Bennett DPS	Adeptus
	Updated Mona DPS Artifacts and Notes	
	Updated Artifact format for each character	
	Updated Xingqiu artifacts	Luosen
	Updated Kaeya DPS/Sup weapon order, stats order, artifact order, notes and ability tips.	
	Removed weapon comparison sheet and database	Potaaato
	Added 1.2 weapons to weapon comparison sheet WIP	
	Updated character build format(categorized by elements)	
	Added 1.2 change logs	

The role that the Character best excels in will be marked with

4 STAR

AMBER	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Amos' Bow (5) 2. Thundering Pulse (5) 3. Skyward Harp (5) 4. Prototype Crescent (4)* 5. Sharpshooter's Oath [R5] (3) 6. Hamayumi (4) 7. Blackcliff Warbow (4) 8. Viridescent Hunt (4)	1. Wanderer's Troupe (4) 2. Crimson Witch of Flames (4) 3. Crimson Witch of Flames (2), Wanderer's Troupe (2) 4. Crimson Witch of Flames (2), +18% ATK set (2) 4. +18% ATK set (2) Martial Artist (2)	Sands - ATK% / Elemental Mastery Goblet - Pyro DMG Circlet - Crit DMG	1. Crit DMG 2. ATK% 3. Elemental Mastery 4. Energy Recharge 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	
	SUPPORT	1. Elegy for the End (5) 2. Favonius Warbow (4) 3. Sacrificial Bow (4) 4. Skyward Harp (5)* 5. Alley Hunter (4) 6. The Stringless (4) 7. Viridescent Hunt (4)	1. Noblesse Oblige (4) 2. Instructor (4) 3. The Exile / Scholar (2) Emblem of Severed Fate (2) 4. Emblem of Severed Fate (4) 5. The Exile (4)	Sands - Energy Recharge / ATK% Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Energy Recharge 2. Crit Rate / DMG 3. ATK% 4. Elemental Mastery 5. Flat ATK	1. Burst 2. Skill	
NOTES	**DPS** Amber DPS will be focused on **maximizing Charged Shot damage on enemy weak spots** as Amber's Ascension 4 Talent increases ATK by 15% for 10s after hitting a weak spot. **Crit is also guaranteed when you land your shot on a weak spot** so we aim to maximize Crit DMG with little to no dependance on Crit Rate, this could change after **[C4]**. After **[C4]**, the **playstyle catering towards her Skill damage becomes available**, with this build you will want to run **Crimson Witch of Flames (4)** while trying to maintain the 1:2 Crit Ratio for more frequent nukes. This playstyle is safer, more consistent and has more AoE damage to play compared to Charge Shot Amber. **Regarding Weapon Choices:** **Prototype Crescent:** This bow will beat Skyward Harp if it's [R2+]. **Hamayumi:** This bow will beat Sharpshooter's Oath [R5] if it's [R2+]. **SUPPORT** Due to her poor scalings, this section is dedicated to a **low-investment build that provides utility and shieldbreaking capabilities** by abusing her quick Pyro application on her Elemental Burst. Due to her energy generation being extremely poor, her Energy Recharge options are prioritized. **Regarding Weapon Choices:** If Elemental Burst uptime can be maintained, a damage oriented bow such as Skyward Harp, Alley Hunter, or The Stringless can be used to maximize damage over Favonius Warbow.						

XIANGLING	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	OFF-FIELD DPS	1. Staff of Homa (5) ~= Engulfing Lightning (5)* 2. The Catch (4) **[R5]** 3. Primordial Jade-Winged Spear (5) 4. Deathmatch (4) 5. Skyward Spine (5) 6. Vortex Vanquisher (5)* 7. Dragon's Bane (4)* **[R1]** 8. Lithic Spear (4) 9. Favonius Lance (4) 10. Kitain Cross Spear (4)* **[R1]** 11. Halberd (3) ****Check Notes**	1. Emblem of Severed Fate (4) 2. Crimson Witch of Flames (4) 3. Noblesse Oblige (2) Crimson Witch of Flames (2) 4. Noblesse Oblige (2) / Crimson Witch of Flames (2) / +18% ATK set (2) / Wanderer's Troupe (2) / Emblem of Severed Fate (2) **[Choose Two]** 5. Noblesse Oblige (4) 6. The Exile (2) Scholar (2)	Sands - Energy Recharge / ATK% / Elemental Mastery Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Energy Recharge 2. Crit Rate / DMG 3. ATK% 4. Elemental Mastery 5. Flat ATK	1. Burst 2. Skill	A few commonly used teams for pyro Xiangling are: **National Team:** Xiangling, Xingqiu, Sucrose/Zhongli/Chongyun/Flex/Kazuha, and Bennett **Childe Team:** Childe, Xiangling, Sucrose/Zhongli/Venti/Kazuha/Flex, and Bennett **Recommended ER thresholds:** **National/Childe Teams:** 160-200 ER% **Enabler for Reverse Melt teams:** 200-250 ER%

	**PHYSICAL DPS**	1. Primordial Jade-Winged Spear (5) 2. Crescent Pike (4) 3. Vortex Vanquisher (5) 4. Staff of Homa (5) 5. Dragonspine Spear (4) 6. Blackcliff Pole (4) 7. Halberd (3)	1. Pale Flame (4) 2. Pale Flame (2) Bloodstained Chivalry (2) 3. Gladiator's Finale (4) 4. Bloodstained Chivalry / Pale Flame (2) +18% ATK set (2) 5. Martial Artist (4) 6. Bloodstained Chivalry (2) Crimson Witch of Flames (2)	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	

NOTES

In-depth Guide from KQM

OFF-FIELD DPS

Regarding Weapon Choices: THIS LIST ASSUMES THAT XIANGLING IS RUN WITH BOTH BENNETT AND A SECONDARY BUFFER (i.e. Kazuha/Sucrose/Zhongli)
Regarding Staff of Homa and Engulfing Lightning: These two weapons each have specific scenarios where one would pull ahead of the others, but the difference is practically negligible and you should opt for whichever weapon fits your substat allocation best.
Regarding Vortex Vanquisher: Vortex Vanquisher falls flat due to the overwhelming amount of attack hitting diminishing returns (further compounded by Bennett) . It outperforms Skyward Spine if ran with a shielder.
Regarding Dragon's Bane: Dragon's Bane outperforms an **R1 Deathmatch** at **R5**.
Regarding Favonius Lance: The utility provided from a **highly refined Favonius Lance** can make it a weapon of choice in a team comp where Xiangling is not triggering the reaction and is instead used as an aura. **(i.e. Reverse Melt teams)**
Regarding Kitain Cross Spear: Kitain Cross Spear's passive reduces the ER threshold of Xiangling greatly, down to **120-130ER% at R5.** This allows you to distribute ER rolls into otherwise offensive substats and due to this, an **R5 Kitain Cross Spear** can outperform an **R1 Dragon's Bane.** Due to lowering ER thresholds so much, the **Crimson Witch of Flames (4)** artifact set will outperform **Emblem of Severed Fate (4).**

PHYSICAL DPS

It is not recommended to run Physical DPS Xiangling since Xiangling excels more as an Off-field Pyro DPS.

Regarding Weapon Choices:
Crescent Pike: Crescent Pike is extremely strong on Xiangling due to the nature of her attack combo, Crescent Pike continues to surpass Primordial Jade Winged-Spear in terms of Normal/Charge Attack Damage.

Regarding Artifact Sets:
Pale Flame (4): The passive from this set can have 100% uptime through using Guoba off cooldown.

BENNETT	ROLE	**EQUIPMENT**		**ARTIFACT STATS**		**TALENT PRIORITY**	**ABILITY TIPS**
		WEAPON	**ARTIFACT**	**MAIN STATS**	**SUBSTATS**		
	DPS	1. Mistsplitter Reforged (5) 2. Primordial Jade Cutter (5) 3. Freedom-Sworn (5) 4. Summit Shaper (5) 5. Aquila Favonia (5) 6. Iron Sting R5 (4) 7. Festering Desire (4) 8. Skyward Blade (5) 9. The Alley Flash (4)* 10. Blackcliff Longsword (4) 11. The Black Sword (4) 12. Iron Sting (4) 13. Lion's Roar (4) **Check Notes	1. Crimson Witch (4) 2. Crimson Witch (2) +18% ATK set (2) / Noblesse Oblige (2) / Wanderer's Troupe (2) **[Choose Two]** 3. Thundering Fury (4)* **Check Notes	Sands - ATK% / Elemental Mastery Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. Elemental Mastery 3. ATK% 4. Energy Recharge **Elemental Mastery has lower priority than ATK% when using Iron Sting	1. Skill 2. Burst 3. Normal Attack	Bennett's EB grants you a pyro status as long as your characters are within his burst AoE (Cryo in specific, since Pyro > Cryo). For that, cast EB with Bennett, switch to the character imbued with Cryo and walk on Bennett's Burst field Upon entering burst field, the Pyro status will continuously imbue you with Pyro, reacting with other elements on you and eventually removing them.
	BURST SUPPORT	1. Mistsplitter Reforged (5) 2. Aquila Favonia (5) 3. Skyward Blade (5) 4. Freedom-Sworn (5) 5. The Alley Flash (4) 6. Festering Desire (4) 7. Prototype Rancour (4) 8. Favonious Sword (4) 9. Sacrificial Sword (4) 10. Skyrider Sword (3)	1. Noblesse Oblige (4) 2. Emblem of Severed Fate (4) 3. Crimson Witch of Flames (4) 4. Noblesse Oblige (2) / Crimson Witch of Flames (2) / +18% ATK set (2) / Wanderer's Troupe (2) / Emblem of Severed Fate (2) **[Choose Two]**	Sands - ATK% / Energy Recharge Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery **Prioritize Energy Recharge first if you can't burst off cooldown	1. Burst 2. Skill	Recommended amount of ER%: 180-200

	SUPPORT	1. Mistsplitter Reforged (5) 2. Aquila Favonia (5) 3. Freedom-Sworn (5) 4. The Alley Flash (4) 5. Skyward Blade (5) 6. Prototype Rancour (4) 7. Festering Desire (4) 8. Favonius Sword (4) 9. Sacrificial Sword (4) 10. Skyrider Sword (3) ****Check Notes**	1. Noblesse Oblige (4) 2. The Exile (2) Scholar (2) 3. Tenacity of the Millelith (2) Maiden Beloved (2) 4. Instructor (4)	Sands - Energy Recharge / HP% Goblet - HP% Circlet - Healing Bonus% / HP%	1. Energy Recharge 2. HP% 3. Flat HP	1. Burst	Recommended amount of ER%: 200+

NOTES

DPS

Regarding Weapon Choices:
The Alley Flash: The Alley Flash has the potential to beat Iron Sting R5, but this requires the passive to be up, whenever damaged, your passive is disabled for 5 seconds and you could be losing out a lot of damage, especially if you are constantly being damaged.

Regarding Artifact Sets:
Crimson Witch of Flames (4): This set works best with Chongyun on the same team for consistent Melt.
Assuming a **Melt/Vaporize** team, **Crimson Witch (4) is your best set for damage**.
Pyro Damage Bonus will always be the best for cup. The combo for the highest Melt/Vaporize damage is The Black Sword and EM sand. R1 Iron Sting and EM sand turns out to have diminishing returns and isn't as good, but R2+ Iron Sting is a different question because better buffs. (Assuming you don't have a whale build's CR/CD stats, in which case Aquila with EM sands is just flat out better.)

Thundering Fury (4): This set **works best if paired with Electro supports such as Beidou and Fischl/Lisa**, as it allows Bennett to accomplish 2 things:
1) Rapidly spam E for raw pyro damage + overload
2) Generate tons of energy for the entire team.

Thundering Fury (4) also allows Bennett to quickly break the shields of the Abyss Lectors in the Spiral Abyss. This comp is generally only recommended for those with Beidou on C2/C6.
It's worth noting that the main-stat artifacts you want to farm for 4-TF Bennett varies from the main-stat artifacts you'd normally go for in other builds. Instead of ATK/EM, Pyro, and Crit, you'd instead want to go for EM/Pyro/EM on a 4-TF Bennett. As such, this also means weapons that have EM substats such as Iron sting take priority over other swords.

It is also worth noting that with 4 TF, Primordial Jade Cutter is able to overtake MIstsplitter Reforged due to its massive Crit Rate% substat, which allows you to vape consistently despite the lack of Crit Dmg/Crit Rate subs in your artifacts. This assumes that your EM mainstat pieces (sands, goblet, and circlet) lack Crit Rate substats. However, in the rare occasion that your EM pieces manage to roll plenty of Crit subs, Mistsplitter easily overtakes Jade Cutter.
Recommended amount of ER%: 130-150%. Worth noting that **with Thundering Fury (4), you have a lot more leeway when it comes to ER**.

BURST SUPPORT
A Burst Support Bennett **completely ignores the need for healing** and is aimed for people who don't need that much healing from him and prefer to **squeeze out more damage** instead.

On this build, Bennett is **built with offensive stats like ATK%, Pyro Damage, and Crit stats while having a good amount of Energy Recharge to burst off cooldown.**
Prioritize Energy Recharge before offensive stats if you cannot cast your Elemental Burst off cooldown.

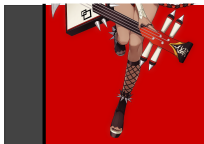
SUPPORT
Heals from Elemental Burst scale off of HP, while **damage buff from Burst only scales with your base ATK (Character Base ATK stat and Weapon Base ATK stat)**

DO NOT increase Bennett's constellation from 5 to 6 unless he is in a Pyro team and you know what you're doing. This is because Bennett turns all of your melee on-field character's Auto Attacks into Pyro, which means that Bennett will lose a lot of his team comp potential.

Although Bennett is usually considered a healer, he already heals a lot even without necessarily building for HP%, **if you find it unnecessary to build for HP%, you can consider building him as a Sub DPS.**

Regarding Weapon Choices:
Mistsplitter Reforged, Aquila Favonia: These weapons have the highest Base ATK in the game which is why it is ranked quite high. It is assuming you have enough Energy Recharge so you still can burst off cooldown for the maximum ATK buff.
Freedom-Sworn: In comps where Bennett can reliably trigger reactions (and thus trigger this sword's passive), the buffs provided by this weapon will be stronger than Aquila Favonia.
Alley Flash: This weapon currently has the highest Base ATK for a 4 star weapon (even more Base ATK than some 5 stars like Skyward Blade).
Prototype Rancour: This weapon has one of the highest Base ATK for a 4 Star weapon (and this is also a weapon you could craft from the Blacksmith)

XINYAN	**ROLE**	**EQUIPMENT**		**ARTIFACT STATS**		**TALENT PRIORITY**	**ABILITY TIPS**
		WEAPON	**ARTIFACT**	**MAIN STATS**	**SUBSTATS**		
	DPS	1. Skyward Pride (5) 2. The Unforged (5) 3. Wolf's Gravestone (5) 4. Song of Broken Pines (5) 5. Serpent Spine (4)* 6. Snow-Tombed Starsilver (4) 7. Prototype Archaic (4) 8. Lithic Blade (4) **S1** 9. Blackcliff Slasher (4) 10. Skyrider's Greatsword (3) **R5**	1. Pale Flame (2) Bloodstained Chivalry (2) 2. Retracing Bolide (4) 3. Bloodstained Chivalry (2) +18% ATK set (2) 4. Gladiator's Finale (4) 5. Bloodstained Chivalry (4)*	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK 5. DEF%	1. Normal Attack 2. Burst 3. Skill	Xinyan's ES grants you a pyro status upon contact with shield. No matter how many times you switch your characters, it'll still apply pyro every instant you switch with shield. This allows you to cleanse every single elemental status that has been applied to you. If the status doesn't get cleansed, switch on that character one more time with the shield. Pyro doesn't cleanse Hydro very efficiently, take Cecilia Garden for example, you'll have to apply pyro on your character 4 times before actually cleansing the hydro status.

	**SUPPORT**	1. Sacrificial Greatsword (4) 2. Prototype Archaic (4) 3. Whiteblind (4) 4. Skyward Pride (5) 5. Favonius Greatsword (4)	**Sub-DPS:** 1. Noblesse Oblige (4) 2. Bloodstained Chivalry / Pale Flame (2) Noblesse Oblige (2) 3. Bloodstained Chivalry (2) Pale Flame (2) 4. Noblesse Oblige (2) +18% ATK set (2) 5. Bloodstained Chivalry (2) +18% ATK set (2) **Run DPS stats if the sets above is what you're using.** **Shield Support:** 5. Tenacity of the Millelith (4) **SEE NOTES BELOW** 6. Defender's Will (2) Noblesse Oblige (2) 7. The Exile (4)	Sands - DEF% / ATK% / Energy Recharge Goblet - Physical DMG / DEF% Circlet - DEF% / Crit Rate / Crit DMG	1. DEF% / ATK% 2. Crit Rate / DMG **(Crit DMG if C2)** 3. Energy Recharge **(If shield support, ER takes priority over ATK%)**	1. Skill 2. Burst	

NOTES

DPS

Regarding Weapon Choices:
Serpent Spine: It is worth noting that an **R5 Serpent Spine** can outperform all 5 star weapons at **[R1]** with proper stack management

Regarding Artifact Sets:
Bloodstained Chivalry (4): Despite how dependant Xinyan's playstyle can get with Charged Attacks, Bloodstained Chivalry Full Set is still not recommended due to it only coming in effect after a kill.

SUPPORT

Regarding Artifact Sets:
Noblesse Oblige (4): This set can be used on Xinyan if nobody else on the team is using this set for the partywide ATK buff.

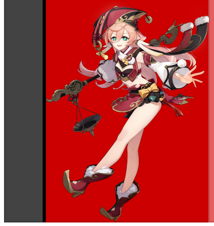
Regarding Tenacity of the Milelith (4) and Sacrificial Greatsword:
Xinyan support is mostly used for her Shield and/or Elemental Burst damage. If you want to use her as a Physical Support, she needs both her Ascension 4 Talent and [C4] to maximize her support capabilities, making her a somewhat expensive choice to be considered for Physical Support role. However, the Tenacity of the Millelith set gives her a new role with a lower Constellation level prerequisite.

Tenacity of the Millelith: This set gives Xinyan a unique role among the shielders. Currently, Xinyan is one of the few shielders in the game who can make full use of the Tenacity set's effects. If you can maximize the uptime of Xinyan's Level 3 shield, she can provide a constant 30% Shield Strength and 20% Atk boost to the team (as long as the pulses hit an enemy). This means that **Sacrificial Greatsword** and Xinyan's **[C2]** are crucial to making this set shine on her. This set isn't as recommended for her if you have neither of the two.

Shield uptime is also crucial to maximizing her Physical/Shield Support capabilities. If you have neither Sacrificial Greatsword nor at least **[C2]** (but ideally **[C4]**) on Xinyan, you may want to build her as a Burst Support instead of Physical/Shield Support.

At **[C2]**, her burst "Riff Revolution" has a 100% Crit Rate, which means you can build solely Crit Dmg (instead of trying to get a 1:2 Crit Rate:Crit DMG ratio) if you're building her as a Physical Burst support.

Generally not recommended for Pyro Applications, as the pulses only happen at Shield Level 3, and are not very efficient at breaking Cryo shields.

YANFEI	**ROLE**	**EQUIPMENT**		**ARTIFACT STATS**		**TALENT PRIORITY**	**ABILITY TIPS**
		WEAPON	**ARTIFACT**	**MAIN STATS**	**SUBSTATS**		
	**DPS**	1. Skyward Atlas (5) ~= Memory of Dust (5) 2. Lost Prayer to the Sacred Winds (5) 3. The Widsith R5 (4) 4. Dodoco Tales R5 (4)* 5. Solar Pearl (4) 6. The Widsith (4) 7. Blackcliff Agate (4) 8. Mappa Mare (4) ****Check Notes**	1. Crimson Witch of Flames (4) 2. Wanderer's Troupe (4) 3. Crimson Witch of Flames (2) +18% ATK set (2) / Wanderer's Troupe (2) 4. Retracing Bolide (4)* ****Check Notes**	Sands - ATK% / Elemental Mastery Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	Yanfei's Ascension 4 Talent does a second hit after a Crit Charge Attack. This scales 80% of your ATK and can trigger reactions as well due to having a separate internal cooldown on its pyro application.

NOTES

DPS
Yanfei can have trouble trying to set up for her reaction DPS. Vaporize is generally the more consistent option and you need Xingqiu to make this work best. When running a Vaporize team with Xingqiu, 3 normal attacks into a charged attack (N1>N2>N3>C) is the safest and most reliable way to vaporize your charged attacks. Make sure you're adding applying hydro first before starting combos.

Regarding Weapon Choices:
Dodoco Tales: On equal refinements, Widsith is better than Dodoco Tales, but assuming it's R5 Dodoco Tales vs R1-R3 Widsith, R5 Dodoco Tales is better. **Note that Bennett buff / Thrilling Tales of Dragon Slayer's buff + Noblesse Oblige (4) buff may push Widsith and Solar Pearl above Dodoco Tales, even at low refinements.**

Regarding Artifact Set:
Retracing Bolide (4): Running Yanfei with a shield character also allows you to make use of a full Retracing Bolide 4-set as a placeholder until you're able to find a good Crimson Witch 4-set.

Regarding Substats Choice:
Energy Recharge is prioritized over Elemental Mastery here since she has an 80 energy burst cost while her skill is also not very efficient at generating particles for getting it back. A major source of your energy will be coming from enemies as well as potential pyro batteries like Bennett, so be sure to have her pick the particles up as off-field characters only get 0.6x the value of the particles.

5 STAR

DILUC	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Wolf's Gravestone (5) 2. The Unforged (5) 3. Serpent Spine (4)* 4. Song Of Broken Pines (5) 5. Skyward Pride (5) 6. Blackcliff Slasher (4) 7. Rainslasher (4)* 8. Lithic Blade **(1 stack)** (4) 9. Prototype Archaic (4) 10. Debate Club (3) ****Check Notes**	1. Crimson Witch of Flames (4)* 2. Crimson Witch of Flames (2) +18% ATK set (2) / Wanderer's Troupe (2) 3. Gladiator's Finale (4)* 4. +18% ATK set (2) / Martial Artist (2)	Sands - ATK% / Elemental Mastery Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery (higher prio in vape/melt comps) 4. Energy Recharge	1. Normal Attack 2. Skill 3. Burst *Worth noting that Diluc's constellations boost his Elemental skill's damage, so talent prioritization can vary from player to player	You can interweave Normal Attacks while using his Elemental skill. ie. ES -> NA -> NA -> ES -> NA -> NA -> ES -> NA -> NA

NOTES

DPS
Regarding Weapon Choices:
Serpent Spine: R5 Serpent Spine (with decent stack management) can outperform a R2 Wolf's Gravestone.
If you're **[C2]**, refrain from using Serpent Spine as **[C2]** requires you to take damage for the buff which counteracts with Serpent Spine's Stacks **UNLESS** Diluc is being used with Zhongli for consistent shield. Serpent Spine can lose its stacks if you take any damage, but taking hits with a shield on does not constitute as taking damage. **[C2]** buff stacks up even if you take hits with a shield, which means that you can potentially stack up both **[C2]** buff and the Serpent Spine buff. This can only be performed consistently by a well invested Zhongli.
Rainslasher: For obvious reasons, this weapon is only recommended when Diluc is in a team comp where he can consistently proc vaporize (i.e. when paired with Xingqiu). **Rainslasher will also outperform Blackcliff Slasher at [R3+].**

Regarding Artifact Sets:
Crimson Witch of Flames (4): Generally the best go to set for Diluc due to how easily Diluc can stack the Pyro Damage effect, while his burst imbues his Normal/Charged Attacks with Pyro.
Gladiator's Finale (4): For those who are still reluctant on farming for Crimson Witch of Flames (Pre-AR 45), this will still provide it a fairly decent increase in DPS as he still relies on his Normal/Charged Attacks mostly.

Regarding Main Stats Choice:
If Diluc is run alongside Xingqiu where he can trigger vaporize very often, you can run EM sands as an alternative to ATK sands. EM boosts Diluc's reaction damage by a lot after all. Note that when Diluc's Pyro imbued basic attack is active, he can trigger Vaporize every 2 basic attacks due to internal cooldown.

KLEE	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Skyward Atlas (5) ~= Memory of Dust (5) 2. Lost Prayer to the Sacred Winds (5) 3. Dodoco Tales R5 (4)* **Read Notes** 4. Solar Pearl (4) 5. The Widsith (4) 6. Blackcliff Agate (4) 7. Mappa Mare (4) 8. Magic Guide (3)	1. Crimson Witch of Flames (2) +18% ATK set (2) 2. Lavawalker's Epiphany (4)* 3. Crimson Witch of Flames (4)* 4. Crimson Witch of Flames (2) Noblesse Oblige (2) 5. Wanderer's Troupe (4)*	Sands - ATK% Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Energy Recharge 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	Klee's Attacks have a 50% chance of spawning a floating star. Floating star removes the stamina cost for the next Charged Attack and increases 50% of its damage.

NOTES

In-depth Guide from Klee Mains + KQM

DPS
Extremely squishy, Klee requires great positioning. Being tiny, this is hard to achieve. Constant jumping during your Charged Attacks can help.

Regarding Weapon Choice:
Dodoco Tales: On equal refinements, Widsith and Solar Pearl are better than Dodoco Tales, but when assuming R5 Dodoco Tales vs R1-R3 Widsith/Pearl, Dodoco Tales is better. **Note that Bennett buff / Thrilling Tales of Dragon Slayer's buff + Noblesse Oblige (4) buff may push Widsith and Solar Pearl above Dodoco Tales, even at low refinements.**

Regarding Artifact Sets:
Lavawalker's Ephiphany (4): Klee's kit makes it harder to utilize Vaporize and Melt the same way another pyro carry would, but her constant pyro application makes Lavawalkers a viable set. See KleefulFrame's great number breakdown here
Crimson Witch of Flames (4): This set is best used on a Vaporize Klee, but do note that due to Klee's fast Pyro application from all of her kits, she may not be able to vape most of her Normal/ Charged Attacks.
Wanderer's Troupe (4): Wanderer's Troupe increases the Charged Attack by another 35% Damage Bonus. It can serve as a decent DPS choice but due to how clunky Klee's attack animations are, it's hard to put this in actual practise as it requires you to dodge more and consume more stamina, not to mention how the DPS gets caught up by the other builds mentioned above.

HU TAO	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Staff of Homa (5) 2. Dragon's Bane (4) 3. Primordial Jade Winged-Spear (5)* 4. Deathmatch (4)* 5. Blackcliff Pole (4) 6. Vortex Vanquisher (5) 7. White Tassel (3)* 8. Skyward Spine (5) 9. Lithic Spear **(2 stack)** (4) ****Check Notes**	1. Crimson Witch of Flames (4) 2. Shimenawa's Reminiscence (4)* 3. Crimson Witch of Flames (2) Wanderer's Troupe / Tenacity of the Millelith (2) 4. Retracing Bolide (4)* ****Check Notes**	Sands - HP% / Elemental Mastery Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. Elemental Mastery 3. HP% 4. ATK% 5. Energy Recharge **If you have less than 100EM total (including from Sucrose EM share, 4pc Instructors, etc) EM substat take priority over CR/CDMG.**	1. Normal Attack 2. Skill 3. Burst	When ending Hu Tao's combos with an Elemental Burst, if you do not jump/dash cancel the last charged attack, the Elemental Burst will still benefit from Hu Tao's Elemental Skill. It is recommended to use **cancels** when performing your Hu Tao combos as to maximize damage. **N2CJ** for **C0** and **N2CD** for **C1**. **N3CJ/N3CD** can be used to conserve stamina at the cost of damage.

NOTES

In-depth Guide from Hu Tao Mains + KQM

DPS
Hu Tao is most effective when used with Xingqiu to proc Vaporize/Freeze Melt reactions which utilizes her BiS Set, Crimson Witch of Flames (4). Freeze Melt refers to freezing enemies for Melt set up, since unlike Diluc or Klee, Hu Tao doesn't shatter frozen enemies.

Regarding Weapon Choices:
Primordial Jade Winged-Spear: Instead of spending time stacking and maintaining your weapon passive, you can start off with full damage potential on Dragon's Bane for Vaporize Nuke/DPS which gives faster clear times in realistic situations.
Deathmatch: Deathmatch is better than Dragon's Bane when you're not doing Vaporize.
Blackcliff Pole: Despite seeming quite good due to the Crit DMG substat, Blackcliff performs only slightly better than an R5 White Tassel in practice as it is difficult to maintain stacks consistently. It is not recommended to buy this weapon specifically for Hu Tao and should only be used if you already have one.
Vortex Vanquisher and Skyward Spine: Provides little to nothing to Hu Tao since she scales better with HP% than ATK% with every spear in the game. **Base attack makes little difference on Hu Tao because she has a very high HP to ATK conversion cap.**
White Tassel: White Tassel requires your combos to be more focused on Normal Attacks (N2C over N1C) to make use of it's passive.

Regarding Artifact Sets:
Shimenawa's Reminiscence (4): Provides higher AA damage than 4CW but lowers your Elemental Burst damage which hurts your AoE damage, also if you're unable to burst, it might cause survivability issues if you're not running a healer.
Retracing Bolide (4) and **Wanderer's Troupe / Tenacity of the Millelith (2) + Crimson's Witch of Flame (2):** All these options are almost on equal footing because both of the sets have an equal overall damage output assuming you have 100% shield uptime when using Bolide (4). The difference is, you want to use 2/2 WT/CW when focusing on Nuking and better consistency, while 4 Bolide is for overall higher AA damage at the expense of lower burst damage, although inconsistent if you cannot keep your shield permanently.

YOIMIYA	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Thundering Pulse (5) 2. Amos' Bow (5) 3. Skyward Harp (5) 4. Rust (4)* 5. Prototype Crescent (4) 6. Hamayumi (4)* 7. Slingshot (3) ****Check Notes**	1. Crimson Witch of Flames (2) +18% ATK set (2)* 2. Shimenawa's Reminiscence (4) 3. Crimson Witch of Flames (4)* 4. Lavawalker's Epiphany (4)* ****Check Notes**	Sands - ATK% Goblet - Pyro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Energy Recharge 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill* ****Check Notes**	

NOTES

In-depth Guide from Yoimiya Mains + KQM

DPS

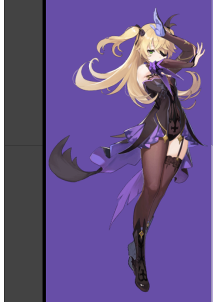
Regarding Weapon Choices:
Rust: On higher refinements, Rust can be a better option than R1 Amos' Bow and Skyward Harp.
Hamayumi: If you're using Shimenawa's Reminiscence (4), this weapon doesn't synergize well with that artifact set due to its passive. Generally just use Prototype Crescent over this weapon.

Regarding Artifacts:
Crimson Witch of Flames(2) +18% ATK set (2): The best **generalist set** on Yoimiya. This set is considered better than Shimenawa's Reminiscence (4) due to Yoimiya's optimal combo which involves using Q before E, as detailed in xandy#7124's sheet. **Shimenawa's Reminiscence (4) offers more personal damage on Yoimiya but it sacrifices her Elemental Burst uptime which translates to lower overall team DPS** due to not being able to fully benefit from her Ascension 4 passive.
Crimson Witch of Flames (4): The go-to artifact set for Vaporize focused Pyro carries, **excels over the other options especially on a reaction focused team comp.**
Lavawalker's Ephiphany (4): Viable option on a **mono Pyro team** comp where Yoimiya can have 100% uptime on the artifact passive.

Regarding Talent Priorities:
Elemental Skill scales very poorly which is why it is the least priority. If you do not care about her Elemental Burst damage output, you can prioritize Elemental Skill over Elemental Burst, but Normal Attack talent still has the most priority since it's the main source of Yoimiya's damage.

The role that the Character best excels in will be marked with

4 STAR

FISCHL	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Thundering Pulse (5) 2. Skyward Harp (5) 3. Viridescent Hunt (4)* 4. Amos' Bow (5) 5. Mitternachts Waltz (4)* 6. Prototype Crescent (4)* 7. Rust (4) 8. Blackcliff Warbow (4) 9. Compound Bow (4) 10. Slingshot (3) **Check Notes**	1. Pale Flame (4) 2. Pale Flame (2) Bloodstained Chivalry (2) 3. Thundersoothers (4)* 4. Bloodstained Chivalry (2) +18% ATK set (2) 5. Thundering Fury (2) Bloodstained Chivalry (2) 6. Thundering Fury (2) +18% ATK set (2) 7. Gladiator's Finale (2) Shimenawa's Reminiscence (2) 8. +18% ATK set (2) Gambler (2) **Check Notes**	Sands - ATK% Goblet - Physical DMG / Electro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Normal Attack 2. Skill 3. Burst	See here for more specifics regarding the weapon rankings. Courtesy of *paraszcazk#0148*
	OFF-FIELD DPS	1. Thundering Pulse (5) 2. Alley Hunter (4) **[R5]** 3. Skyward Harp (5) 4. The Stringless (4) **[R5]** 5. Alley Hunter (4) 6. Amos Bow (5) 7. Elegy for the End (5) 8. The Stringless (4) 9. Mitternachts Waltz (4) **[R5]** 10. Windblume Ode (4) **[R5]** 11. The Viridescent Hunt (4) 12. Prototype Crescent (4) ~= Rust (4) 13. Mitternachts Waltz (4) **[R1]**	1. Thundering Fury (2) +18% ATK set (2) 2. Thundersoothers (4)* 3. Gamblers (2) Thundering Fury (2)* 4. +18% ATK set (2) Gamblers (2)* 5. Tenacity of the Millelith (4)* **Check Notes**	Sands - ATK% Goblet - Electro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Skill 2. Burst	See here for more specifics regarding the weapon rankings. *Courtesy of itsjaeYOU#2868*

NOTES

DPS

[C1] is recommended to even start Fischl's DPS build, with Oz still contributing to Physical DPS even when he's off-field.

There is an animation cancelling technique with Fischl DPS. After 3 or 5 basic attacks, shoot an Aim Shot to reset your attack combo. The faster you can do this, the better it is. Only use this for animation cancelling when you're out of stamina since it can be pretty hard to replicate consistently.

Regarding [C6] Fischl Build: Starting C6, Oz will be dealing about 60% of the DPS and it'd be better to invest on Gladiator's Finale (2) Thundering Fury (2) until you can obtain Pale Flame (4) with an Electro Goblet.

Regarding Weapon Choices:
Viridescent Hunt: Viridescent Hunt is a really good investment that even surpasses Amos in a situation where there are crowds of enemies, although it's not as efficient towards massive single targets or really agile targets. It offers crowd DPS that is severely lacking due to Fischl's single target attacks.
Mitternachts Waltz: Mitternachts Waltz would be prioritized over Amos if you manage to get refinement 5 for pure Physical build Fischl.
Prototype Crescent: If you manage to weave in a Charged Shot on enemy weak spots once every 9-10 seconds, Prototype Crescent could potentially offer more DPS, this weapon can be an option for those interested in a more challenging playstyle.

OFF-FIELD DPS

Elemental Burst and Skill both summon Oz, so make sure you're only using one at a time. Start with your Skill, use Burst for second Oz rotation and alternate. Hopefully, by the time your second/third round of Oz summoning is over, you'll have gained enough energy to repeat the loop.

Regarding Weapon Choices:
Windblume's Ode: Windblume's ATK buff can be applied to Oz after burst through pressing your skill button after exiting bird form. This relocates Oz and reapplies the buff which is then snapshotted throughout the rest of its duration.

Regarding Artifact Sets:
Thundersoothers (4): This artifact set will outperform Gladiator's Finale(2) Thundering Fury(2) if used in a team comp where an electro aura is always present (e.g. Electro/Electro-charged comps) therefore it is **highly recommended within this niche.**
Gamblers (2) Thundering Fury (2): Similar to Albedo and Defender's Will, since Gamblers artifact set only goes up to 4 star quality, you should only use them in the Feather and Flower slot such that you do not lose out as much on offensive mainstats.
Tenacity of the Milelith (4): Works as a low/no investment Fischl build. This set gimps Fischl's damage but buffs party members ATK by 20%. **Not recommended to specifically farm this set for Fischl.** Only use this set if you have pieces while farming for the Pale Flame set for your Physical DPSes.

BEIDOU	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		

	OFF-FIELD DPS	1. Wolf's Gravestone (5) 2. Serpent Spine (4)* 3. The Unforged (5) 4. Skyward Pride (5) 5. Lithic Blade (4) 6. Sacrificial Greatsword (4) 7. Blackcliff Slasher (4) 8. Prototype Archaic (4) 9. Favonius Greatsword (4)	1. Emblem of Severed Fate (4)* 2. Noblesse Oblige (2) / Thundering Fury (2) / +18% ATK set (2) / Emblem of Severed Fate (2) **[Choose two]** 3. Thundersoother (4)* 4. Noblesse Oblige (4)* 5. Scholar (2) The Exile (2)*	Sands - ATK% / Energy Recharge Goblet - Electro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK 5. Elemental Mastery ****Prioritize Energy Recharge first if you can't burst off cooldown**	1. Burst 2. Skill	Beidou's skill grants you an Electro status for a brief moment upon holding it. This means it can be used for status-cleansing (No particular effective element). Can only be done on herself.

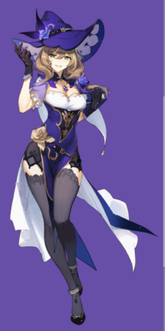
NOTES

In-depth Guide from Beidou Mains + KQM

OFF-FIELD DPS

Regarding Weapon Choices:
Serpent Spine: This weapon can be considered over Wolf's Gravestone for a Sub DPS Beidou, while Wolf's Gravestone is equipped onto another Claymore DPS character with higher field time. Beidou can effectively make use of the full stacks, as long as you have her stacks up before swapped away, the stacks will be maintained even while off-field since her Elemental Burst snapshots her stats.

Regarding Artifact Sets:
Emblem of Severed Fate (4): This set does not require you to full stack ER for the maximum DMG Bonus you can get, prioritize Crit Rate/DMG depending on your ratio needs.
Thundersoother (4): This set seeks to maximise your Burst damage in an Electro-Charged or mono Electro comps, take note that the set could be rendered useless when against enemies with non-Electro elements imbued.
Noblesse Oblige (4): This set could be considered if your Beidou can get her Elemental Burst off cooldown and the team doesn't have a Noblesse Oblige (4) user yet, do note that sometimes Beidou doesn't benefit from the ATK buff from the 4 piece set if she's the set holder, so Beidou as a Noblesse Oblige (4) holder isn't really recommended.
Scholar (2) The Exile (2): This set acts as a cheap beginner's option to provide Beidou with 40% Energy Recharge to help maintain her Elemental Burst uptime.

LISA	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	ELECTRO DPS	1. Skyward Atlas (5) 2. Memory of Dust (5) 3. Lost Prayer to the Sacred Winds (5) = The Widsith (4) 4. Solar Pearl (4) 5. Blackcliff Agate (4) 6. Dodoco Tales (4) 7. Mappa Mare (4) 8. Eye of Perception (4) 9. Frostbearer (4) 10. Magic Guide (3)	1. Thundering Fury (4) 2. Thundersoother (4)* 3. Thundering Fury (2) +18% ATK set (2) 4. Gladiator's Finale (2) Shimenawa's Reminiscence (2) ****Check Notes**	Sands - ATK% / Energy Recharge / Elemental Mastery Goblet - Electro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Skill 2. Normal Attack 3. Burst	
	EM DPS	1. Sacrificial Fragments (4) 2. Magic Guide (3) 3. Mappa Mare (4) 4. The Widsith (4) 5. Thrilling Tales of Dragon Slayers (3) 6. Favonius Codex (4)	1. Thundering Fury (4) 2. Instructors (4) 3. Instructors (2) Wanderer's Troupe (2)	Sands - Elemental Mastery Goblet - Elemental Mastery Circlet - Elemental Mastery	1. Elemental Mastery 2. Energy Recharge 3. ATK% 4. Crit Rate / DMG	1. Burst 2. Skill 3. Normal Attack **EM DPS Lisa's Talent Levels are not a necessity.**	
	OFF-FIELD DPS	1. Skyward Atlas (5) 2. Widsith (4) 3. Lost Prayer to the Sacred Winds (5) 4. Memory of Dust (5) 5. Mappa Mare (4) 6. Favonius Codex (4) 7. Thrilling Tales Of Dragon slayers (3)* ****Check Notes**	1.Thundering Fury (2) +18% ATK set (2) 2. Thundering Fury (2) Noblesse Oblige (2) 3. Noblesse Oblige (4) 4. Thundersoother (4) 5. The Exile (4)	Sands - ATK% / Energy Recharge Goblet - Electro Damage Circlet - Crit Rate / DMG	1. Energy Recharge* 2. Crit Rate / DMG 3. ATK% 4. Elemental Mastery 5. Flat ATK ****Check Notes**	1. Burst 2. Skill 3. Normal Attack	Lisa's Hold cast does not require 4 full seconds of charging to reach maximum damage threshold, as long as the indicator aligns with ring, you can release your cast at max damage.

NOTES

In-depth Guide
from
Lisa Mains + KQM

Electro DPS

Regarding Artifact Sets:
Thundersoother (4): For teams that focus on Electro-Charge reactions, Thundersoother (4) can out dps Thundering Fury (4), said set is only recommended below Thundering Fury (4) due to the potential inconsistency.

Electro DPS Lisa plays around Electro-Charge reaction teams ideally, for Overload Lisa teams, you would be building for EM DPS since you can be the consistent trigger with supports that apply constant Pyro off-field.

Optimal Lisa String:
E (Tap) > Normal Attack x2 [until 3 stacks] > Fully-charged E (Hold) > Normal Attack x2 > Charged Attack. Repeat NA2CA1 until E is off-cooldown, then repeat the string.

When **[C1+]** Lisa is up against a bigger crowd, you could change your playstyle to abusing the **[C1]** mechanic to generate energy more efficiently, please refer to the more comprehensive Lisa guide linked in the Ability Tips for more details.

EM DPS

EM Lisa DPS aims to be the consistent trigger for reactions, Overload is generally the best reaction for this set up. Avoid having a second Electro in the team for this build since this could mess up the Pyro aura Lisa wants for this playstyle.

Electro-Charge teams will have a hard time trying to utilize EM DPS Lisa, in these situations, build Electro DPS or Sub DPS Lisa instead.

If you have Lisa at **[C1]**, ER% priority could be shifted lower, while focusing more on ATK%.

OFF-FIELD DPS

Can be built to set up for either Burst damage or Quickswap Skill Nuke damage.
Lisa works well with anemo characters which can keep enemies in her ultimate radius.

Regarding Weapon Choice:
Thrilling Tales Of Dragon Slayers: This option is **only recommended on a low investment Lisa** whereby she is focused around buffing her teammates and contributing team DPS over outputting high damage on her own.

Regarding Substats Priority:
These options prioritize Lisa's ult uptime as a defense shredding tool.

RAZOR	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STAT	SUBSTATS		
	DPS	1. Wolf's Gravestone (5) 2. Song of Broken Pines (5) 3. The Unforged (5) 4. Serpent Spine **(5 stacks)** (4)* 5. Skyward Pride (5)* 6. Lithic Blade **(2 stacks)** (4) 7. Prototype Archaic (4) ****Check Notes**	1. Pale Flame (4) 2. Pale Flame (2) Bloodstained Chivalry (2) / Gladiator's Finale (4) 3. Bloodstained Chivalry (2) / Pale Flame (2) +18% ATK set (2) 4. Martial Artist (4) ****Check Notes**	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	Razor's EB grants you an Electro Status when you basic attack while burst is in-effect, that means it can be used for status-cleansing (no particular effective element). Can only be done on himself.

NOTES

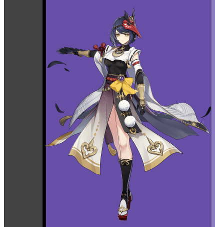
In-depth Guide
from
Razor Mains + KQM

DPS

Regarding Weapon Choices:
Wolf's Gravestone: Wolf's Gravestone (inactive) outperforms Skyward Pride in every scenario except crowd battles.
The Unforged: The playstyle with this weapon becomes a lot more comfortable without having to worry about snapshotting Wolf's Gravestone / Song of Broken Pines buffs for Sub DPSes, while also granting more Shield Bonus for better Shield uptime. A shielder is required for this, with Zhongli being the most ideal option.
Serpent Spine: At **[C6]** and high refinement Serpent Spine, it is better to run an ATK% Goblet over Physical Damage% with Serpent Spine. This is due to the oversaturation of damage bonuses (ascension stat + Serpent Spine) in addition to the fact that Electro accounts for a significant portion of Razor's damage. An in-depth explanation can be found here. **It is also worth noting that an R5 Serpent Spine with max stacks can outperform all 5 weapons at R1.**
Skyward Pride: Skyward Pride is viable with a Physical DMG goblet, as the damage dealt through its passive scales with Physical%.

Regarding Artifact Sets:
Pale Flame (2) Bloodsdtained Chivalry (2): This set is better if your ATK% is covered by your substats, otherwise you would be better off running Gladiator's Finale (4). **This is only recommended to those who have no immediate access to a decent Pale Flame (4) set, otherwise you would be better off investing on Pale Flame pieces, regardless of weapon choice.**

KUJOU SARA	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STAT	SUB STAT		

	BURST SUPPORT	1. Skyward Harp (5) 2. Elegy for the End (5) 3. Thundering Pulse (5) 4. Amos' Bow (5) 5. Alley Hunter (4) 6. Sacrificial Bow (4) 7. Blackcliff Warbow (4) 8. Prototype Crescent (4) 9. Favonius Warbow (4) 10. Viridescent Hunt (4) 11. Messenger (3)	1. Noblesse Oblige (4)* 2. Emblem of Severed Fate (4) 3. Noblesse Oblige (2) Thundering Fury (2) 4. Noblesse Oblige (2) +18% ATK set (2)	Sands - Energy Recharge / ATK% Goblet - Electro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK ****Prioritize Energy Recharge first if you can't burst off cooldown**	1. Skill 2. Burst	For her Elemental Skill to generate particles, you need to perform a Charged Shot to place a Crowfeather after casting her Elemental Skill. If the Crowfeather explosion hits an enemy, it generates 3 particles. Crowfeathers generated from Sara's **[C2]** do NOT generate particles.

NOTES

BURST SUPPORT

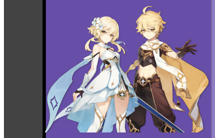
Sara is a quickswap support who is able to buff your active characters via its Crowfeather mechanics. When Sara uses her Elemental Skill, her next Charged Shot will leave a Crowfeather on the target location and after a short while, the Crowfeather explodes and **the active character in its AoE will benefit from Sara's ATK buff, which scales with her Base ATK**.

At **[C2]**, you can skip the Charged Shot as it immediately drops a Crowfeather, and save it for later on if you wanna swap back to her to extend her buffs. You can also use Elemental Skill followed by Elemental Burst so that she benefits from the Crowfeather dropped by her Elemental Skill, then swap to other character so that character can benefit from Sara's ATK buff. It's worth mentioning that Sara's Crit DMG buff at **[C6]** doesn't snapshot and it also doesn't show on the stats page, so don't freak out when you don't see it there.

Regarding Weapon Choices: Weapons here are ranked based on their Base ATK to maximize Sara's ATK buff.

Regarding Artifact Sets:
Noblesse Oblige (4): Universal support set that is able to buff your party member's ATK by 20%, use this set on Sara if there's nobody else in the party who's equipping one.

5 STAR

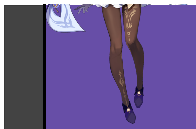
TRAVELER		EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
	ROLE	WEAPON	ARTIFACT	MAIN STAT	SUB STAT		
	SUPPORT	1. Favonius Sword (4) 2. Sacrificial Sword (4) 3. Skyward Blade (5) 3. Festering Desire (4) 4. Skyrider Sword (3)	1. Noblesse Oblige (4) 2. Emblem of Severed Fate (2) / The Exile (2) / Scholar (2)	Sands - Energy Recharge Goblet - Electro DMG Circlet - Crit Rate / DMG	1. Energy Recharge 2. ATK% 3. Crit Rate / DMG 4. Flat ATK	1. Burst 2. Skill	

NOTES

SUPPORT

Traveler can provide a lot of energy and Energy Recharge to the on-field character through their Elemental Skill pick up or Elemental Burst procs. This is especially useful with a damage dealer that doesn't conflict with traveler's element and can benefit from the abundance of energy. Due to the low damage scaling on Electro Traveler's Elemental Skill and Burst, its recommended to build Electro Traveler by just stacking Energy Recharge to amplify the batterying power.

KEQING		EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
	ROLE	WEAPON	ARTIFACT	MAIN STAT	SUB STAT		
	PHYSICAL DPS	1. Aquila Favonia (5) 2. Primordial Jade Cutter (5) 3. Summit Shaper (5) 4. Prototype Rancour [R3+] (4) 5. The Black Sword [R2+] (4) 6. Prototype Rancour [R1-R2] (4) 7. The Black Sword [R1] (4) 8. Skyward Blade (5) 9. The Flute (4) 10. Lions Roar (4) 11. Blackcliff Longsword (4) 12. Harbringer of Dawn [R5] (3) 13. Royal Longsword (4) 14. Iron Sting (4)	1. Pale Flame (4)* 2. Pale Flame (2) Bloodstained Chivalry (2)* 3. Bloodstained Chivalry (2) +18% ATK set (2)* 4. Retracing Bolide (4)* 5. Bloodstained Chivalry (4)* ****Check Notes**	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Flat ATK 4. Energy Recharge	1. Normal Attack 2. Burst 3. Skill (Refer to Notes below)	

	**ELECTRO DPS**	1. Mistsplitter Reforged (5) 2. Primordial Jade Cutter (5) 3. Summit Shaper (5) 4. Aquila Favonia (5) 5. The Black Sword (4) 6. Lion's Roar (4) 7. Blackcliff Longsword (4) 8. Harbinger of Dawn **[R5]** (3)* 9. The Flute (4) 10. Skyward Blade (5) 11. Royal Longsword (4) 12. Prototype Rancour (4) **Read the notes for more info on Jade Cutter vs Summit Shaper.**	1. Thundering Fury (2) +18% ATK set (2) 2. Thundersoother (4) 3. Thundering Fury (2) Noblesse Oblige (2) (4-pcs. Thundering Fury is **Not Recommended** for Electro DPS Keqing.) Note: Artifact recommendations are not ranked in order of recommendation, read the notes for more info.	Sands - ATK% Goblet - Electro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Flat ATK 5. Energy Recharge	1. Normal Attack 2. Burst 3. Skill Note: Since Keqing uses burst to get an extra 15% crit, it's much better in leveling it. Best course of action is to level NA and Burst together. Don't forget to level skill to a decent level.	**Preferred Skill Combo:** ES (Place stiletto, don't reactivate yet) -> EB -> ES (Reactivation) -> Spam AA -> Repeat **Regarding Roles:** Both physical and electro keqing are good and viable. You'd usually want to decide which build to go for depending on your weapon gacha luck. For example, Lion's Roar = Electro, Flute will be equally good on Electro/Phys, etc.

NOTES

In-depth Guide from KQM

PHYSICAL DPS

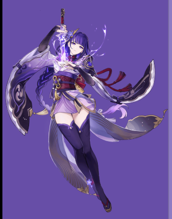
This section is dedicated to a playstyle where Keqing does not infuse her attacks with electro, and instead focuses on physical damage (white numbers). For this reason, you should be charged attacking after casting Stellar Restoration (E) instead of recasting it.

Regarding Artifact Sets:
Pale Flame (4): This set is the best by far as Keqing can proc its 4 piece set bonus instantly by charge attacking after casting E.
Pale Flame (2) Bloodstained Chivalry (2): This set should only be used until getting 4PF.
Bloodstained Chivalry (2) +18% ATK set (2): The generalist Physical DPS set.
Retracing Bolide (4): This set should only be used with a consistent shielder (i.e. Zhongli/Diona) for obvious reasons.
Bloodstained Chivalry (4): This set is for general solo and Abyss content where there are multiple mobs that can be killed with charged attacks within 10 seconds, this is for dealing with a crowd, in other words, AoE. I**t is not recommended because of the kill condition.**

ELECTRO DPS

Regarding Weapon Choices:
Summit Shaper: This weapon can only beat Jade Cutter **[R1]** when it's shielded at **[R2]**.
The Black Sword: On a quickswap Keqing, this weapon will be shifted below Harbinger of Dawn **[R5]**.

Regarding Artifact Sets:
Thundering Fury (2) +18% ATK set (2): This set is a generalist set, which means it can be used generally anywhere, whether it be Co-op or Abyss, or other singleplayer content. This has a lot of consistency due to its independence from electro aura, and it is more viable in abyss.
Thundersoother (4): This set should be used with Electro-charged team compositions (Keqing + Xingqiu) or mono-electro team comp (Not Suggested). This set has a 35% Dmg modifier which increases all damage from all sources, although that modifier is a bit unstable due to its dependency to the sustainability of Electro aura on enemies.
Thundering Fury (2) Noblesse Oblige (2): This set is used for Burst/Quickswap AoE Keqing. With this set, you'd want to be using Starward Sword (Q) all the time, which is your main source of DPS with this set.

RAIDEN SHOGUN	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STAT	SUB STAT		
	**ELECTRO DPS**	1. Engulfing Lightning (5) 2. Staff of Homa (5) 3. Primordial Jade-Winged Spear (5) 4. Vortex Vanquisher (5) 5. The Catch (4)* **R5** 6. Skyward Spine (5) 7. Lithic Spear (2s) (4) 8. Deathmatch (4) 9. Favonius Lance (4) 10. Prototype Starglitter (4) 11. Blackcliff Pole (0s) (4) 12. White Tassel (3)	1. Emblem of Severed Fate (4) 2. Noblesse Oblige (2) / Thundering Fury (2) / +18% ATK set (2) / Emblem of Severed Fate (2) **[Choose two]** 3. Tenacity of the Millelith (4)*	Sands - Energy Recharge / ATK%* Goblet - Electro DMG / ATK%* Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK 5. Elemental Mastery	1. Burst 2. Skill	Start your rotation with Raiden's Elemental Skill to amplify your party member's Elemental Burst damage. Burst combo : - Skill > Burst > 4NA + CA (2 times) > 2NA + CA **(Recommended)** - Skill > Burst > 3NA + CA (3 times) > 1NA + CA **(Optimal)** ***NA = Normal Attack, CA = Charged Attack** The recommended combo provides more room for error and offers slightly better AoE while the optimal combo provides slightly higher damage

NOTES **In-depth Guide from Raiden Mains + KQM**	**ELECTRO DPS** Raiden's Elemental Burst damage depends on her **team's energy consumption prior to her Burst**, and her Burst **restores a comfortable amount of energy for her team** (which is further amplified by her passive). This is especially convenient on teams that doesn't conflict with her element and wants the energy provision. (IE Eula, Electro, National teams, etc.). Raiden has no issues with firing her ult off cooldown after reaching about 200% Energy Recharge, but it is possible to raise it higher for better energy restoration for her team. **Regarding Weapon Choices: This list assumes that Raiden is not ran with an external buffer.** **Regarding Artifact Sets:** **Tenacity of the Millelith (4):** This set acts as a low investment support oriented set. Raiden is an excellent ToTM holder since her Elemental Skill has 100% uptime and procs very easily. Do note that if your Raiden is equipping this set, then she will sacrifice her personal damage. **Regarding Main Stats: Raiden's main stat priority for Sands and Goblet entirely depends on the substats, whether she has external buffs, and which weapon she is running.** You can find a more detailed list of suggestions from ZΛNTO#4984's mastersheet here or run it on a calculator/optimizer.

The role that the Character best excels in will be marked with

4 STAR

XINGQIU	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	OFF-FIELD DPS	1. Sacrificial Sword (4) 2. Primordial Jade Cutter (5) 3. Mistsplitter Reforged (5) 4. Skyward Blade (5) 5. Summit Shaper (5) 6. Favonius Sword (4) 7. Festering Desire (4) **[R5]** 8. Skyrider Sword (3) 9. Harbinger of Dawn (3)*	1. Emblem of Severed Fate (4)* 2. Noblesse Oblige (2) Heart of Depth (2) 3. Noblesse Oblige (2) / Heart of Depth (2) / +18% ATK set (2) / Emblem of Severed Fate (2) **[Choose Two]** 4. Noblesse Oblige (4)* 5. Thundersoother (4)* 6. Blizzard Strayer (4)* 7. The Exile (2) Scholar (2) ****Check Notes**	Sands - Energy Recharge / ATK%* Goblet - Hydro DMG Circlet - Crit Rate / DMG ****Check Notes**	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK ****Prioritize Energy Recharge first if you can't burst off cooldown**	1. Burst 2. Skill	Activating XQ's ES/EB applies Hydro to the on-field character with his shield. (Pyro in specific) Cleansing electro may take an additional switch for your character with the rain swords active, while Cryo would freeze you in place.

NOTES

In-depth Guide by Quincy#6965

OFF-FIELD DPS

Regarding Weapon Choices:
Primordial Jade Cutter: This weapon can rank above Sacrificial Sword when running Emblem of Severed Fate (4), for Xingqiu's under C6 you will want at least 240% ER for sustainable rotations.
Harbinger of Dawn: This is a great weapon for Xingqiu, assuming he's either C6 or teamed with another Hydro character for energy generation.

Regarding Weapon Order on [C6]: When Xingqiu is Constellation 6, Mistsplitter and Jade Cutter has the best damage potential given enough ER (170-190%), Skyward Blade has the second best damage potential (same ER requirement as Jade), and Sacrificial Sword has the third best damage potential.

Big thanks to Quincy#6965 for helping us with the weapons calculations.

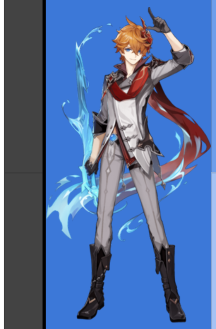
Regarding Artifact Set:
Emblem of Severed Fate (4): If you already have an invested C6 Xingqiu build with Noblesse Oblige (2) Heart of Depth (2) and Sacrificial Sword, you don't need to farm for this set. Main reason for this is that by exchanging a good NO + HoD set for an EoSF set, you end up losing a good chunk of E damage, which can be detrimental to a highly invested Xingqiu.
Noblesse Oblige (4): Offers party-wide ATK boost, you can use this set on Xingqiu if nobody else on the party is equipping it.
Thundersoothers (4): This set is only recommended if you're running an electrocharged team. It's essentially the same as Noblesse Oblige (2) Heart of Depth (2) in terms of damage boost, but it also increases Elemental Skill damage, it comes with a condition though; the enemy needs to be affected by Electro aura. **Not recommended to specifically farm for this set.**
Blizzard Strayer (4): This set is only recommended on a freeze team to optimize Xingqiu's stats since he can just disregard crit rate and build crit damage% instead for more damage output.
The Exile (2) Scholar (2): This set is a cheap beginner option to maintain burst uptime well since it gives 40% Energy Recharge.

Regarding Main Stats Priority:
Ideally you would be running ATK% Sands when your ER needs are fulfilled. (200% if Sacrificial Sword, 230%+ for others).

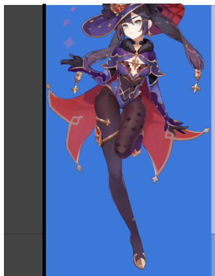
BARBARA		EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Skyward Atlas (5) 2. Lost Prayer to the Sacred Winds (5) 3. The Widsith (4) 4. Dodoco Tales (4) 5. Memory of Dust (5)* 5. Solar Pearl (4) 6. Blackcliff Agate (4) 7. Mappa Mare (4) 8. Frostbearer (4) 9. Magic Guide (3)	1. Shimenawa's Reminiscence (4) 2. Heart of Depth (4) 3. Wanderer's Troupe (4) 4. Heart of Depth (2) / +18% ATK set (2) / Wanderer's Troupe (2) **[Choose Two]**	Sands - ATK% Goblet - Hydro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Flat ATK	1. Normal Attack 2. Skill 3. Burst	Barbara's skill gives you a pulse of healing every 5 seconds, every pulse will imbue you with a hydro status, that means it can be used for status-cleansing (Pyro in specific, while other elements may take more pulses). Take note that Hydro reacting with Cryo status will freeze you in place, her skill should be used in consideration of the environment
	SUPPORT	1. Thrilling Tales of Dragon Slayers (3) 2. Prototype Amber (4) 3. Favonius Codex (4) 4. Wine and Song (4)	1. Maiden Beloved (4) 2. Maiden Beloved (2) Tenacity of the Millelith (2)* 3. Noblesse Oblige (4)* 4. Maiden Beloved (2) The Exile/Scholar (2)	Sands - Energy Recharge / HP% Goblet - HP% Circlet - Healing Bonus	1. HP% 2. Energy Recharge 3. Flat HP	1. Skill 2. Burst	

NOTES	**DPS** Use Charged Attacks if you're going to be doing Vaporize DPS, Normal Attacks are for Electro-Charge DPS. Always activate your skill first, as it reduces stamina consumption and if you have Constellation 2, it will give 15% Hydro Damage Bonus. **Regarding Weapon Choices:** **Memory of Dust:** This weapon requires stacks to be utilized, and in Vaporize DPS comps, you usually don't want to give up the first few Vaporize hits to stack up Memory of Dust's perk. **SUPPORT** Use Elemental Skill and/or Elemental Burst and immediately switch. Generally, run ER if you want more consistent heals from Elemental Burst. **Regarding Artifact Sets:** **Maiden Beloved (2) Tenacity of the Milelith (2):** Acts as a place holder set for Maiden Beloved if you want pure healing and have not been able to gather Maiden Beloved (4) yet. **Noblesse Oblige (4):** Usable option if you want Barbara to have more utility, but do note that Barbara might have bad uptime on this set.

5 STAR

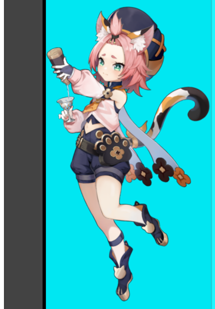
CHILDE	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1. Thundering Pulse (5)* 2. Skyward Harp (5) 3. Amos' Bow (5) 4. Viridescent Hunt (4)* 5. Rust R5 (4) 6. Prototype Crescent R5 (4) 7. Blackcliff Warbow (4) = Rust (4) 8. Prototype Crescent (4) 9. Stringless (4)	1. Heart of Depth (4) 2. Heart of Depth (2) +18% ATK set (2)* 2. Noblesse Oblige (2) / Heart of Depth (2) / +18% ATK set (2) **[Choose Two]**	Sands - ATK% Goblet - Hydro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Flat ATK	1. Skill 2. Burst 3. Normal Attack	
	NUKE	1. Stringless **R4+** (4) **See Notes** 2. Alley Hunter **R4+** (4) 3. Skyward Harp (5) 4. Alley Hunter **R2+** (4) 5. The Stringless (4) 6. Amos' Bow (5) 7. Alley Hunter (4) 8. Viridescent Hunt (4) 9. Windblume Ode **R5** (4) 10. Blackcliff Warbow (4) 11. Prototype Crescent (4)	1. Noblesse Oblige (2) Heart of Depth (2) 2. Noblesse Oblige (2) / Heart of Depth (2) / +18% ATK set (2) / Wanderer's Troupe (2) **[Choose Two]**	Sands - ATK% / Elemental Mastery Goblet - Hydro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Energy Recharge 5. Flat ATK	1. Burst 2. Skill 3. Normal Attack	
Notes **In-depth Guide From Childe Mains**	**DPS** **Regarding Weapon Choices:** **Thundering Pulse:** Slightly better than Skyward Harp depending on rotations, the more time you spend doing Normal Attacks, the more it pulls ahead over Skyward Harp, but it's not recommended to extend your Childe's melee rotation for this. **Viridescent Hunt:** Offers a valuable passive that helps a lot in grouping enemies, which can offer a ton of damage from Riptide. **Regarding Artifact Sets:** **Heart of Depth (2) +18% ATK set (2):** This set is only about 1-2 substats behind Heart of Depth (4), you can opt out for this set instead if you already have decent pieces. **NUKE** Weapon rankings are assuming that you are setting up for Childe's Vaporize Burst. Focuses on using his Elemental Burst off cooldown, for weaker enemies, you could use Childe's Bow Form Burst to get the 20 energy refund and save yourself some trouble.						

MONA	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUB STATS		
	DPS	1. Skyward Atlas (5) 2. The Widsith (4) 3. Lost Prayer to the Sacred Winds (5) 4. Solar Pearl (4) 5. Dodoco Tales (4) 6. Blackcliff Agate (4) 7. Mappa Mare (4)	1. Heart of Depth (4) 2. Noblesse Oblige (2) Heart of Depth (2) 3. Noblesse Oblige (2) / Heart of Depth (2) / +18% ATK set (2) / Wanderer's Troupe (2) **[Choose Two]** 4. Wanderer's Troupe (4) 5. Berserker (2) The Exile (2)	Sands - ATK% Goblet - Hydro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Energy Recharge	1. Burst 2. Normal Attack 3. Skill	

	**NUKE**	1. The Widsith (4) 2. Skyward Atlas (5) 3. Memory of Dust (5) 4. Lost Prayer to the Sacred Winds (5) 5. Solar Pearl (4) 6. Mappa Mare (4)	1. Emblem of Severed Fate (4) 2. Noblesse Oblige (2) Heart of Depth (2) 3. Noblesse Oblige (2) / Heart of Depth (2) / +18% ATK set (2) / Wanderer's Troupe (2) / Emblem of Severed Fate (2) **[Choose Two]** 4. Noblesse Oblige (4) 5. The Exile (2) Scholar (2) 6. Instructor (4)	Sands - ATK% / Energy Recharge / Elemental Mastery Goblet - Hydro DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. Energy Recharge 3. ATK% 4. Elemental Mastery	1. Burst 2. Skill	To make Mona's burst damage trigger the Vaporize 2.0x multiplier: 1. Apply Pyro on enemy 2. Cast Burst (should react and remove Pyro status on the enemy after using Burst) 3. Wait 2.5 seconds for Mona's burst ICD (Mona should stay on field if you have Bennett, to keep the buff) 4. Swap to Pyro character and apply Pyro on enemy 5. Burst will pop after enemy gets hit, applying Hydro and vaporising her damage.
	FREEZE SUPPORT	1. Thrilling Tales of Dragon Slayer (3) 2. Favonius Codex (4) 3. Prototype Amber (4) 4. Wine and Song (4)	1. Noblesse Oblige (4) 2. Tenacity of the Milelith (4) 3. The Exile (2) Scholar (2)	Sands - Energy Recharge / ATK% Goblet - Hydro DMG / ATK% Circlet - Crit Rate ****Offensive stats aren't actually needed on a Freeze Support Mona, focus on Artifact Set Bonus**	1. Energy Recharge 2. Crit Rate 3. ATK% ****Offensive stats aren't needed, just stack ER for comfortable Elemental Burst uptime**	1. Burst 2. Skill	Mona's Burst applies bubble and Omen debuff upon cast, the count down timer only begins when the bubble is broken. Frozen enemies can have their bubbles preserved as long as enemies stay in a frozen state. This technique makes Mona a priority Support for Freeze DPS teams.
NOTES	**DPS** This build is best utilised at **[C2],** but can work without it. Do note that several 4 stars will out-dps Mona, as **Mona is better off as a Sub-DPS/ Support**. **NUKE** Mona's **Elemental Skill provides taunt** and procs wet status on enemies, her **Elemental Burst is also capable of rendering smaller enemies immobile** (Mona needs to be at least 20 levels within the enemy's level) and **providing a huge damage burst** (and additional omen debuff after proc). **Look to the Sub DPS/Nuke Ability Tip section for Vaporize Nuke set up instructions.** **FREEZE SUPPORT** Mona's main role on a freeze team is to **provide Omen debuff** from her burst as **it is extendable via Freeze mechanics.** Note that you must **apply Cryo before casting Mona's Elemental Burst** for the extension to happen. Omen Freeze extension can be done by **reapplying Cryo and Hydro aura consistently** (this can be done with Cryo/ Hydro infused Venti Elemental Burst + on-field Cryo/ Hydro aura). **Regarding Weapon Choices:** **Thrilling Tales of Dragon Slayers:** Generally the best option on Freeze Support Mona **because she can furthermore buff the ATK of your Main DPS**. **This however comes with an assumption that with TTDS, you still have 100% Elemental Burst uptime.** If you do not, pick the other Energy Recharge weapon options for more Elemental Burst uptime.						

The role that the Character best excels in will be marked with

4 STAR

DIONA	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	**SUPPORT**	1. Sacrificial Bow (4) 2. Favonius Warbow (4) 3. Elegy for the End (5) 4. Recurve Bow (3)* ****Check Notes**	1. Noblesse Oblige (4) 2. Emblem of Severed Fates (2) Tenacity of the Millelith (2) 3. Maiden's Beloved (2) Tenacity of the Millelith (2) 4. Maiden's Beloved (4) 5. Maiden's Beloved (2) +20% ER set (2) 6. The Exile (4) 7. Instructor (4)	Sands - Energy Recharge / HP% Goblet - HP% Circlet - HP% / Healing Bonus ****Check Notes**	1. HP% 2. Energy Recharge 3. Flat HP	1. Burst = Skill* ****Check Notes**	Diona's Elemental Skill grants you a cryo shield which allows cleansing. Every time you swap characters with the shield up, it applies cryo. This acts as a cleanse.

NOTES

SUPPORT

The shielding Diona puts out should offset the need for healing from her burst. The damage boost from Noblesse Oblige (4) has more practical use. Additionally, her first constellation greatly increases her ultimate uptime, further lowering the healing needed.

As a support, Diona's typically used for three things; Shielding, Healing, and Cryo particle generation. Pairing Diona with Cryo carries such as Ganyu and Eula allows you to funnel energy into your DPS characters while providing them with quick shields for stagger resistance. Weapons such as Sacrificial Bow and Favonius Warbow greatly increase her potential as a battery.

Regarding Weapon Choices:
Sacrificial Bow: Prefered over Favonious especially at higher refinements due to having better Shield uptime.
Favonius Warbow: You will look to build some Crit Rate coverage to have a higher chance of triggering bow passive for energy.
Recurve Bow: This bow will be your best choice for stronger shields, but it reduces Diona's burst uptime significantly due to no Energy Recharge on her weapon.

Regarding Artifact Sets:
Noblesse Oblige (4): This set provides an atk buff while also increasing burst damage - this set is usually used with healers because you want to use damage sets on other support units such as Xingqiu or Beidou.
Emblem of Severed Fate (2) Tenacity of the Milellith (2): Provides both ER and HP which are both valuable for a support diona, increasing ult uptime and healing strength respectively.

Regarding Main Stat Choices:
Full Stack HP% is recommended if you want stronger shields but a weaker heal. You can use Healing Bonus Circlet if you want a nice balance between the two.

Regarding Talent Priority:
Prioritise whichever your Diona is geared for (shielder or healer), if built for a balance between the two, level both equally.

CHONGYUN	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	BURST SUPPORT	1. Wolf's Gravestone (5) 2. Serpent Spine (4) 3. The Unforged (5) 4. Skyward Pride (5) 5. Lithic Blade (4) 6. Sacrificial Greatsword (4)* 7. Blackcliff Slasher (4) 8. Prototype Archaic (4) 9. Favonius Greatsword (4) ****Check Notes**	1. Noblesse Oblige (2) Blizzard Strayer (2) 2. Emblem of Severed Fate (4) 3. Noblesse Oblige (2) / Blizzard Strayer (2) / Wanderer's Troupe (2) / +18% ATK set (2) / Emblem of Severed Fate (2) **[Choose Two]** 4. Noblesse Oblige (4)* ****Read Notes**	Sands - ATK% / Energy Recharge / Elemental Mastery Goblet - Cryo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Energy Recharge 5. Flat ATK	1. Burst = Skill*	Chongyun's Elemental Burst is calculated as Claymore damage, which means it breaks Geo Structures/ Shields at a much easier rate and can proc shatter.

NOTES

BURST SUPPORT

Chongyun is much preferred as a Sub DPS/ Nuke over Main DPS as **his Normal Attack scalings are very low**, even when including Constellation 1. His **Elemental Burst on the other hand hits extremely hard** on later constellations and takes a much higher total damage portion over his Normal Attack. On top of that, you can Reverse Melt all 3 hits of his Elemental Burst on enemies applied with strong Pyro, such as Bennett's Elemental Skill and Elemental Burst.

Chongyun is **very niche** as he only performs well in certain teams and can completely destroy the other. He is mainly used on a team as an **enabler**, be it for **Reverse Melt teams** (e.g. Melt DPS Bennett) or **Freeze teams** (e.g. Freeze DPS Kaeya). He also **does not function well with Physical teams** (e.g. Razor, Eula) as it renders his Elemental Skill useless because it converts their **Normal Attack damage from Physical to Cryo**. They're usually using a Physical Goblet, so if they got their Normal Attack converted from Physical to Cryo, **they won't benefit from Physical DMG Bonus** from the goblet, thus it's a DPS loss.

At **[C2]**, his Elemental Skill **reduces ability cooldown that is casted within the zone by 15%**. This is one of the few abilities in the game that can reduce cooldown.

Regarding Weapon Choices:
Sacrificial Greatsword: This weapon is your best choice if faced in a situation where you heavily rely on Chongyun's Cryo infusion uptime (e.g. against Abyss Heralds).

Regarding Artifact Sets:
Noblesse Oblige (4): Chongyun is one of the best Noblesse holders since he has low energy requirements for his Elemental Burst.

Regarding Talent Priority:
Prioritize Elemental Burst on a Melt team as it scales better than his Elemental Skill.
Prioritize Elemental Skill on a Freeze team to furthermore extend the duration of the cryo infusion.

KAEYA	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	CRYO DPS	1. Mistsplitter Reforged (5) 2. Summit Shaper (5) 3. Primordial Jade Cutter (5) 4. Aquila Favonia (5) 5. Blackcliff Longsword (4) 6. The Flute (4) 7. Skyward Blade (5) 8. The Black Sword (4) 9. Cool Steel (3)	1. Blizzard Strayer (4) 2. Blizzard Strayer (2) +18% ATK set (2) 3. Gladiator's Finale (4) 4. Blizzard Strayer (2) Noblesse Oblige (2) 5. Martial Artist (4)	Sands - ATK% Goblet - Cryo DMG Circlet - Crit DMG	1. Crit DMG 2. ATK% 3. Energy Recharge 4. Crit Rate ***Generally has less value than the other offensive stats since you already have 60-75% Crit Rate with Blizzard Strayer and Cryo Resonance alone** 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill As a stand-alone Cryo DPS, Kaeya's NA, Burst, and Skill have equal talent priority. However, if paired with Chongyun, Kaeya's NA takes priority over his Burst and Skill.	As a Freeze DPS, he gains over 55%+ Crit Rate with the right team set up: - 15% from Cryo Resonance against Cryo affected enemies - 40% from Blizzard Strayer against Frozen enemies - 15% from C1 against Cryo affected enemies
	PHYSICAL DPS	1. Aquila Favonia (5) 2. Summit Shaper (5) 3. Primordial Jade Cutter (5) 4. Mistsplitter Reforged (5) 5. Prototype Rancour (4) 6. The Black Sword (4) 7. Blackcliff Longsword (4)	1. Pale Flame (2) Bloodstained Chivalry (2) 2. Pale Flame (4) 3. Gladiator's Finale (4) 4. Pale Flame/Bloodstained Chivalry (2) +18% ATK set (2)	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate/DMG	1. Crit Rate / DMG 2. ATK% 3. Flat ATK 4. Energy Recharge	1. Normal Attack 2. Burst 3. Skill	
	BURST SUPPORT	1. Primordial Jade Cutter (5) 2. Mistsplitter Reforged (5) 3. Skyward Blade (5) **See Notes** 4. Summit Shaper (5) 5. Aquila Favonia (5) 6. Freedom-Sworn (5) 7. Lion's Roar (4) **See Notes** 8. Anemona Kageuchi (4) 9. Festering Desire (4) 10. Alley Flash (4) **See Notes** 11. Harbinger of Dawn (3)	1. Noblesse Oblige (4) 2. Emblem of Severed Fate (4) 3. Noblesse Oblige (2) Blizzard Strayer (2) 4. Noblesse Oblige (2) The Exile/Scholar (2) 5. The Exile (2) Scholar (2) 6. Instructor (4) 7. The Exile (4)	Sands - Energy Recharge / ATK% Goblet - Cryo DMG Circlet - Crit Rate / DMG	1. Energy Recharge 2. Crit Rate / DMG 3. ATK% 4. Elemental Mastery 5. Flat ATK	1. Burst 2. Skill	

NOTES

In-depth Guide from Kaeya Mains + KQM

DPS

Cryo DPS Kaeya is recommended over Physical DPS Kaeya since most of his kit scales with Cryo.

Kaeya Cryo DPS is mostly used in a team with Chongyun and Xingqiu/Barbara while having Blizzard Strayer (4) equipped. In this team, Kaeya has 55% crit rate against Frozen enemies without any additional Crit stats, which means Crit Rate substats are generally prioritized less than ATK% or Crit DMG.

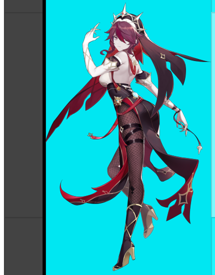
Regarding Artifact Sets:
Pale Flame (4): This set is difficult to fully utilise due to Kaeya's skill cooldown being 6 seconds. The full set effect requires 2 stacks to be active at any given time, so maintaining stacks can be difficult when considering rotations between characters.

BURST SUPPORT

Kaeya's Elemental Burst makes him an excellent source of Cryo application for characters that often stay in melee range, although his burst can't be fully utilized with Reverse Melt teams due to how his Cryo damage is split into a barrage of attacks.

In most teams, investment for damage is not a necessity, most notable examples are Razor teams and Hutao Xingqiu teams where his general purpose is to apply Cryo, instead of being the damage dealer. This does not mean that he should not be invested, but is still useful even without proper investments.

Regarding Weapon Choices:
Skyward Blade: In a Freeze comp, this weapon would have a lower priority as there would usually be another Cryo character generating energy.
Lion's Roar / Alley Flash: These two options would be mostly recommended for teams where Kaeya would be doing Reverse Melt reactions.

ROSARIA		EQUIPMENT		ARTIFACT STATS			
	ROLE	WEAPON	ARTIFACT	MAIN STATS	SUBSTATS	TALENT PRIORITY	ABILITY TIPS
	CRYO DPS	1. Primordial Jade-Winged Spear (5) 2. Vortex Vanquisher (5) **(Shielded)** 3. Staff of Homa (5) 4. Deathmatch (4) 5. Skyward Spine (5) 6. Lithic Spear (4) **(2 Stacks)** 7. Blackcliff Pole (4) **(1 Stack)** 8. White Tassel (3) **R5**	1. Blizzard Strayer (4) 2. Gladiator's Finale (4) 3. Blizzard Strayer (2) +18% ATK set (2)	Sands - ATK% Goblet - Cryo DMG Circlet - Crit DMG	1. Crit DMG 2. ATK% 3. Energy Recharge* 4. Crit Rate* 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	
	PHYSICAL DPS	1. Primordial Jade-Winged Spear (5) 2. Vortex Vanquisher (5) **(Shielded)** 3. Staff of Homa (5) 4. Crescent Pike (4) 5. Deathmatch (4) 6. Skyward Spine (5) 7. Lithic Spear (4) **(2 Stacks)** 8. Blackcliff Pole (4) **(1 Stack)** 9. White Tassel (3) **R5**	1. Pale Flame (2) Bloodstained Chivalry (2) 2. Pale Flame (4)* 3. Gladiator's Finale (4)* 4. Bloodstained Chivalry / Pale Flame (2) +18% ATK set (2) 5. Blizzard Strayer (4)* 6. Retracing Bolide (4)	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK	1. Normal Attack 2. Burst 3. Skill	
	BURST SUPPORT	1. Staff of Homa (5) 2. The Catch (4) **R5** 3. Dragon's Bane (4)* 4. Primordial Jade-Winged Spear (5) 5. Skyward Spine (5) 6. Vortex Vanquisher (5) 7. Deathmatch (4) 8. Lithic Spear (4) **(2 Stacks)** 9. Blackcliff Pole (4) **(1 Stack)** 10. Favonius Lance (4) 11. Prototype Starglitter (4) 12. White Tassel (3) **R5**	1. Emblem of Severed Fate (4) 2. Noblesse Oblige (2) Blizzard Strayer (2) 3. Noblesse Oblige (2) / Blizzard Strayer (2) / +18% ATK set (2) **[Choose Two]** 4. Lavawalkers Epiphany (4)* 5. Noblesse Oblige (4)*	Sands - ATK% / Energy Recharge Goblet - Cryo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. Elemental Mastery* 3. ATK% 4. Energy Recharge 5. Flat ATK	1. Burst 2. Skill	Be sure to cast skill before burst as Crit Rate granted by the Ascension 1 Talent will be included with Ascension 4 Talent Bonus as well. Rosaria's Elemental Skill and Elemental Burst can be Reverse Melted (1.5x) with another Pyro applier for some quick and powerful damage.

NOTES

CRYO DPS

This section is dedicated for Rosaria's synergy with Chongyun, which allows her attacks to be infused with Cryo.
If played in a permafreeze setup, Rosaria has the same team comp as Freeze kaeya. Check Kaeya's ability tips section for teamcomp setup.

Regarding Substats:
Energy Recharge has a higher priority over Crit Rate until the 150% mark.
Compared to Kaeya, Rosaria has even less desire for Crit Rate, as her Ascension 1 Talent includes an extra 12% Crit Rate once skill hits the back of an enemy.

PHYSICAL DPS

Regarding Artifact Sets:
Pale Flame (4): This set is difficult to fully utilise due to Rosaria's skill cooldown being 6 seconds. The full set effect requires 2 stacks to be active at any given time, so maintaining stacks can be difficult when considering rotations between characters.
Gladiator's Finale (4): The 4 piece set passive doesn't work with Crescent Pike.
Blizzard Strayer (4): Rosaria's Elemental Burst is required to maintain uptime for Blizzard Strayer (4) (due to Fischl/Beidou stealing Cryo procs for Superconduct). Due to the low uptime of Rosaria's Elemental Burst at **[C0],** this artifact set is only recommended at **[C2+]**.

BURST SUPPORT

This section is tailored around giving Rosaria as much damage as possible. Crit Rate stacking is not as necessary, if 50% Crit Rate is guaranteed at the very least, you will still be giving crit rate buffs of 9.7% with the Ascension 1 Talent Bonus.

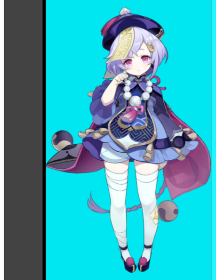
Regarding Weapon Choices: This section was calculated with 160 ER requirement, which is why ER substats weapons are valued highly here, with lower ER reqs, those weapons may fall off if compared with weapons with more offensive substats.
Dragon's Bane: This ranking for Dragon's Bane is only if Rosaria is played in a team comp in which she triggers Reverse Melt, otherwise do not use this weapon.

Regarding Artifact Sets:
Lavawalker's Epiphany (4): Only viable on Rosaria if she's triggering Reverse Melt, pulls ahead of Noblesse Oblige (2) Blizzard Strayer (2) assuming you can trigger Reverse Melt on all of her kits.
Noblesse Oblige (4): Offers party-wide ATK boost, you can equip this set on Rosaria if nobody else on the team is equipping it.

Regarding Substats Priority:
Elemental Mastery is only recommended if Rosaria is to be utilized as a Reverse Melt trigger, as shown in the Ability Tips section.

The following is only recommended to those who have not obtained a desirable set for Rosaria, with Crit Rate building as her placeholder set.
If you don't wish to hyperinvest onto Rosaria, she could still be used as a Crit Rate provider, you can build up to 88% Crit Rate and use skill to cap out 100% Crit Rate, then cast Elemental Burst for the Crit Rate buff. This can be easily achievable if you have an existing Crit Rate substat polearm, otherwise just put on whatever Crit Rate Circlet, Substats and Berserker artifacts you may have to stack Crit Rate.

5 STAR

QIQI	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	SUPPORT	1. Sacrificial Sword (4) **See Notes** 2. Skyward Blade (5) 3. The Flute (4) 4. Favonius Sword (4) 5. Festering Desire (4) 6. Amenoma Kageuchi (4) 7. Skyrider Sword (3) 8. Fillet Blade (3) 9. Cool Steel (3)	1. Tenacity of the Millelith (4)* 2. Maiden's Beloved (4) 3. Maiden's Beloved (2) Gladiator's Finale (2) 4. Noblesse Oblige (4) 5. The Exile (2) / Scholar (2) / Emblem of Severed Fate (2) **[Choose Two]**	Sands - ATK% / Energy Recharge Goblet - ATK% Circlet - Healing Bonus / ATK%	1. ATK% 2. Energy Recharge 3. Flat ATK	1. Burst 2. Skill	

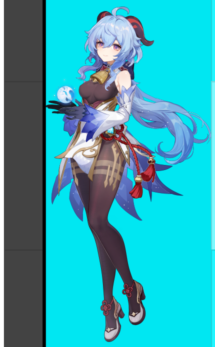
NOTES

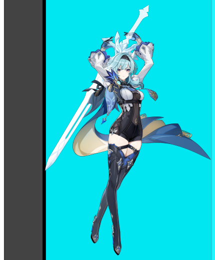
SUPPORT

Qiqi's Burst has an 80 energy cost with her skill not generating any energy until C1. Energy Recharge will greatly benefit Qiqi, while her Burst should be kept as a last resort.
Qiqi's Burst allows other characters to maximize DPS field time while offering healing from being off-field. At Ascension 4, her Normal Attack applies the healing talisman onto an enemy with a cooldown of 30 seconds.

Regarding Sacrificial Sword and Tenacity of the Milelith:
Tenacity of the Millelith allows Qiqi to give the team a decent ATK boost (and shield strength boost if your team contains a Shielder) while staying in enemy melee reach with Skill active. Sacrificial Sword increases the uptime of her Skill, which in turn increases the uptime of the team's ATK and Shield Strength boost. If you find that your Qiqi's heals are often more than enough, you may consider switching her to this artifact set. **Do note that other characters might utilize Sacrificial Sword more than Qiqi, such as Xingqiu, Kazuha, etc.**

GANYU	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STAT	SUBSTATS		

	**Melt DPS**	1. Amos' Bow (5) 2. Thundering Pulse (5) ~= Skyward Harp (5) 3. Prototype Crescent (4) 4. Hamayumi (4)* 5. Blackcliff Warbow (4) 6. Viridescent Hunt (4)	1. Shimenawa's Reminiscence (4) 2. Wanderer's Troupe (4) 3. Blizzard Strayer (2) +18% ATK set (2) / Wanderer's Troupe (2)	Sands - EM / ATK% Goblet - Cryo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Elemental Mastery 4. Flat ATK 5. Energy Recharge	1. Normal Attack 2. Skill 3. Burst	
	Freeze DPS	1. Amos' Bow (5) 2. Thundering Pulse (5)* 3. Skyward Harp (5)* 4. Prototype Crescent (4) 5. Blackcliff Warbow (4) 6. Viridescent Hunt (4)	1. Blizzard Strayer (4)* 2. Blizzard Strayer (2) +18% ATK set (2)	Sands - ATK% Goblet - Cryo DMG Circlet - Crit DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK	1. Normal Attack 2. Burst 3. Skill	When using her Elemental Burst, make sure to stand inside to benefit from the Cryo DMG Bonus buff. Make sure to not overcap on Crit Rate (25% -45% Crit Rate since Ganyu's A1 passive only affects her Charged Shot)
	OFF-FIELD DPS	1. Thundering Pulse (5) ~= Skyward Harp (5) 2. Amos' Bow (5) 3. Alley Hunter (4) 4. Stringless (4) 5. Prototype Crescent (4) ~= Blackcliff Warbow (4) ~= Viridescent Hunt (4)* 6. Elegy for the End (5)*	1. Noblesse Oblige (2) Blizzard Strayer (2)* 2. Emblem of Severed Fate (4) 3. Noblesse Oblige (2) / Blizzard Strayer (2) / +18% ATK set (2) / Emblem of Severed Fate (2) **[Choose Two]** 4. Noblesse Oblige (4)*	Sands - ATK% / Energy Recharge Goblet - Cryo DMG Circlet - Crit Rate / DMG	1. Energy Recharge **(until needed)** 2. Crit Rate / DMG 3. ATK% 4. Elemental Mastery **(on a non Freeze comp)** 5. Flat ATK	1. Burst 2. Skill 3. Normal Attack	When using her Elemental Burst, place her Elemental Skill in the AoE to taunt and keep enemies inside the zone for constant damage. Make sure to hit enemies with her skill's initial damage and her explosion damage as they both regen energy for her ult.
NOTES **In-depth Guide from Ganyu Mains + KQM**	**Melt DPS** Ganyu's Level 2 Charged Shot applies two instances Cryo as they do not share the same ICD, which allows you to trigger Melt reaction twice for both damage instances. Charged Attack will be the majority of her damage output while neglecting her Skill/Burst damage contribution for most scenarios. **Regarding Weapon Choices:** **Amos' Bow:** Amos is an excellent weapon for Ganyu since her Level 2 Charge Shot Bloom extends arrow flight duration and you can get 3 stacks of Amos' passive even on point blank range. **Hamayumi:** This weapon doesn't synergize well with Shimenawa's Reminiscence (4) due to its passive. Generally just use Prototype Crescent over this weapon. **Freeze DPS** Freeze Ganyu gives a lot of i-frames since you would be spamming Elemental Burst from all of your party members off cooldown. Ganyu's Elemental Burst can deal a ton of damage depends on how grouped the enemies are. **Regarding Weapon Choices:** **Thundering Pulse and Skyward Harp:** In quickswap heavy rotations (Ganyu Mona Venti Diona) where you usually don't do a lot of Charged Shots, these two weapons could pull ahead of Amos' Bow. **Regarding Artifact Sets:** **Blizzard Strayer (4):** This set is the go to set for a Frozen team comp, whereas you focus all your stats on Crit DMG while prioritizing ATK% over Crit Rate%. This has high damage and energy sustainability while also be used outside of Freeze comps for a flat 20% Crit Rate against enemies with a Cryo status. A Hydro Support would be appreciated with Blizzard Strayer (4) Ganyu. **Highly Recommended, especially for players who have Ganyu at C4.** **OFF-FIELD DPS** A Sub DPS Ganyu shines brightly on a Freeze comp as she has 100% Elemental Burst uptime and her Elemental Burst buffs party members' Cryo Damage. **Regarding Weapon Choices:** **Prototype Crescent:** This weapon might pull ahead of some of the other options if you activate the buff before casting Elemental Burst. **Blackcliff Warbow:** Might be dificult to activate the passive and gain stacks since Ganyu is most of the time off field. **Elegy for the End:** Offers party-wide Elemental Mastery and ATK buff which is quite nice on reaction heavy team comps. **Regarding Artifact Sets:** **Noblesse Oblige (2) Blizzard Strayer (2):** This set is the generalist set, it focuses on dealing damage with her Elemental Burst and constantly affecting enemies with Cryo for reactions. **Noblesse Oblige (4):** This set is a pure support set for Ganyu, focuses on her using her burst and switching out to to your main dps for extra damage (Gives a 20% boost to DMG) and to trigger reactions. **Use this set if you are only using her Burst and to support your main DPS.** It is also worth noting that on a Freeze comp, a Sub DPS Ganyu can also equip **Blizzard Strayer (4)** as it offers high stat values. **This set pulls ahead of the other options on a Freeze comp.**						
EULA	**ROLE**	**EQUIPMENT**		**STATS PRIORITY**		**TALENT PRIORITY**	**ABILITY TIPS**
		WEAPON	**ARTIFACT**	**MAIN STAT**	**SUBSTATS**		

	DPS	1. Song of Broken Pines (5) 2. Wolf's Gravestone (5) 3. The Unforged (5) 4. Skyward Pride (5) 5. Serpent Spine (4)* 6. Blackcliff Slasher (4) 7. Lithic Blade **(1 stack)** (4) 8. Prototype Archaic (4) 9. Snow-tombed Starsilver (4) 10. Skyrider Greatsword **[R5]** (3) **Check Notes	1. Pale Flame (4) 2. Pale Flame (2) Bloodstained Chivalry (2) 3. Pale Flame (2) / Bloodstained Chivalry (2) / +18% ATK set (2) **[Choose Two]** 4. Gladiator's Finale (4) 5. Gladiator's Finale (2) Shimenawa's Reminiscence (2)	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. Energy Recharge* 3. ATK% 4. Flat ATK **Check Notes	1. Normal Attack = Burst 2. Skill	Normal combo while no Burst: NA Spam > Tap Skill > NA Spam > Tap Skill Burst combo: Tap Skill > Burst > 4 NA > Hold Skill > 4 NA Burst combo that generates more energy at the cost of slightly less DPS: Tap Skill > Burst > Tap Skill > 4 NA > Dash Cancel > 2 NA > Hold Skill > 2 NA

Notes

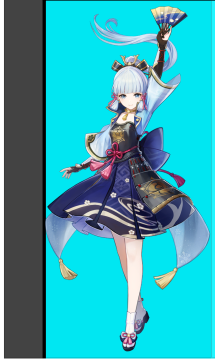
DPS

Eula's weapon rankings assume that you're running her with a cryo battery (i.e. Diona) instead of Bennett and that she has more than 30% ER substats from her artifacts alone. Increasing it to 40% through substats can help alleviate her energy issues.

Eula's Elemental Burst does not snapshot. This means that any buffs Eula has upon casting burst will not be taken into effect if the buff duration expires before the Lightfall Sword hits.

Regarding Weapon Choice:
Serpent Spine: It can be better than Skyward Pride if you have at least 130% ER from substats and running a cryo battery. It is also worth noting that an **R5 Serpent Spine** will outperform all 5 weapons at **R1** with proper stack management.
Skyward Pride: This weapon is more forgiving towards ER substats. If there is a cryo battery unit in your team (Diona with Sacrificial bow or Kaeya with Favonius Sword) or your team generates enough particles on their own, Skyward Pride loses effectiveness compared to the above options.

Regarding Artifact Sets:
Pale Flame (4): This is Eula's optimal artifact set and it relies on having a condition fulfilled in order to outperform Pale Flame (2) + Bloodstained Chivalry (2). If you are able to sustain the conditional buff, you will be able to achieve a 50% Physical DMG Bonus + 18% Atk. Without using your Elemental Burst, you can sustain the Pale Flame's 4 set bonus because each stack lasts 7s and it refreshes per stack, and Eula's Elemental Skill is only 4s when doing 1-taps, therefore you can keep the condition up.
When using this set, it is recommended to not use hold skill cast until your Lightfall Sword is nearly about to end. This restriction is only for players who don't have Eula C2 or above. Please visit the Ability Tips for her combo.
Pale Flame (2) Bloodstained Chivalry (2): This is a non-conditional, consistent artifact set that provides you a constant 50% physical dmg bonus. While that by itself is amazing, Pale Flame (4) can out perform this set because it also has an 18% atk buff and is easily maintained through her low tap skill cooldown.

KAMISATO AYAKA	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STAT	SUBSTATS		
	DPS	1. Mistsplitter Reforged (5) 2. Summit Shaper **(5 stacks)** (5) 3. Primordial Jade Cutter (5)* 4. Aquila Favonia (5)* 5. Skyward Blade (5) ~= Blackcliff Longsword **(1 stack)** (4) ~= The Black Sword (4) ~= Amenoma Kageuchi (4) ~= The Flute (4)* 6 . Harbringer of Dawn **[R5]** (3) **Check Notes	1. Blizzard Strayer (4) 2. Blizzard Strayer (2) +18% ATK set (2) 3. Gladiator's Finale (2) / Shimenawa's Reminiscence (2) 4. Blizzard Strayer (2) Noblesse Oblige (2)	Sands - ATK% Goblet - Cryo DMG Circlet - Crit Damage / ATK% **Circlet main stat will be dependant on your overall stats, use an optimizer to make sure**	1. Crit DMG 2. ATK% 3. ER% 4. Crit Rate 5. Flat ATK **Crit Rate loses value here assuming you're running Blizzard Strayer (4), if you're not using that artifact set, then it has the same priority as Crit DMG**	1. Burst 2. Normal Attack 3. Skill	Ayaka's Charged Attack, Elemental Skill and Elemental Burst hits enemies inside Venti's Elemental Burst. Her Elemental Burst also stays in place on frozen enemies and slightly knocks enemies away when they're not frozen.

Notes

DPS

Kamisato Ayaka is a pretty straightforward DPS that **deals most of her damage from her Elemental Burst**. She has very high scalings on her burst at the cost of it being 80 energy. You will likely need **another Cryo battery on the team** to provide energy for her (Diona, Kaeya, Rosaria, etc). She has a **special dash** (like Mona) and after she dashes, she will get a Cryo infusion on her Normal Attacks. Ensure you always have this bonus active to maximise your rotation damage.

She can be played on a **permafreeze team** (paired with a Hydro enabler such as Mona, Xingqiu, or even Barbara) where she could gain huge benefits from the **Blizzard Strayer (4) artifact set.** Blizzard Strayer (4) piece gives a huge amount of stats on a Freeze team, so try to get this artifact set as fast as you can. Her Elemental Burst also sticks on frozen enemies, but it also has a small hitbox so you need to position it well so that it can hit multiple bigger enemies.

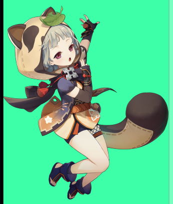
Regarding Weapon Choices:
Aquila Favonia: While Aquila has Physical Damage% as a main stat, which is basically useless on Ayaka, it is still a good statstick as it has a high base ATK and ATK% buff from the passive.
Primordial Jade Cutter: With Blizzard Strayer (4) and Cryo Resonance, this weapon overcrits, so avoid getting Crit Rate substats.
Skyward Blade, Blackcliff Longsword, The Black Sword, Amenoma Kageuchi: These 4 weapons will give a similar output, so it's not worth getting or building another when you already have one. Depends on how much Energy Recharge you're running, how much stacks your Blackcliff has, how much time you're gonna spend doing Normal Attacks, and how much you value the passive on Amenoma since it gives you leeway in building Energy Recharge, one can be better than the other. If you're running **Skyward Blade** or **Amenoma Kageuchi** (especially with higher refines), avoid getting Energy Recharge substats as their stats / passives assist in elemental burst generation significantly.
The Flute: Offers slightly more damage potential than **Amenoma Kageuchi**, with the tradeoff being losing Kageuchi's energy generation. Decide for yourself which is better for your team and rotations.

Aloy	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STAT	SUBSTATS		
Notes	**[This section is a WIP]**						

The role that the Character best excels in will be marked with

4 STAR

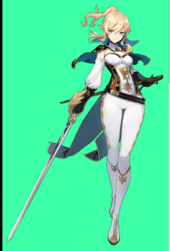
SUCROSE	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIP
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	EM BUILD	1. Sacrificial Fragments (4) 2. Magic Guide (3) 3. Mappa Mare (4) 4. The Widsith (4) 5.Thrilling Tales of Dragon Slayers (3)* 6. Favonius Codex (4) ****Check Notes**	1. Viridescent Venerer (4) 2. Instructor (4) 3. Instructor (2) Wanderer's Troupe (2) 4. Viridescent Venerer (2) Wanderer's Troupe (2)	Sands - Elemental Mastery Goblet - Elemental Mastery Circlet - Elemental Mastery	1. Elemental Mastery 2. ATK% 3. Crit Rate / DMG 4. Energy Recharge*	1. Skill 2. Burst ***Sucrose's Talent Levels are not a necessity.**	When utilized as a Viridescent Venerer (4) artifact set holder, **make sure you don't immediately swap away after casting Skill/Burst**, you need to be on-field when the swirl reaction happens for you to trigger the 4-set effect.
NOTES	**EM BUILD** People often compare Sucrose with Venti for Crowd-Control capabilities, but that's not what you'll be looking for. Sucrose is a character that can give Elemental Mastery to her teammates through swirling the correct elements (Ascension 1 Talent), which improves reaction damage for the Characters benefitting from the EM boost. Her Ascension 4 Talent also boosts the entire team's EM by 20% of Sucrose's total EM, this is why you want to stack as much elemental mastery as possible in her artifacts. As a support, most of Sucrose's value lies on her Ascension 1 and 4 talents, hence leveling her other talents (Normal Attack, Skill, and Burst) is not required. **Regarding Weapon Choices:** It's important to note that these weapons were ranked based on how much EM they offered you. However, this doesn't take into account how much each catalyst benefits your entire team's DPS. **Thrilling Tales of the Dragon Slayers:** This weapon overtakes the other weapons on the list when it comes to enabling your team. **It offers 48% ATK boost to your DPS which is basically 1 main stats, which enables your DPS more if compared to Sacrificial Fragments which only gives ~44EM which is basically 2 substats.** There are some team compositions (Xiao) in which Sucrose's Elemental Mastery is not a priority. In such situations it's better for Sucrose to use to Thrilling Tales of the Dragon Slayers. **Regarding Energy Recharge Priority:** Ranking is based on the assumption that Sucrose has Sacrificial Fragments and is not valued for her Burst in teams that may not want Sucrose's Burst interfering with elemental auras. Energy Recharge could be prioritized higher when Sucrose is utilized in teams that don't really mind which element is being applied first and last (e.g. Electro-charged).						

SAYU	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIP
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	SUPPORT	1. Wolf's Gravestone (5)* 2. Sacrificial Greatsword (4) 3. Katsuragikiri Nagamasa (4) 4. Favonius Greatsword (4) 5. Rainslasher (4) 6. Bloodtainted Greatsword (3)	1. Viridescent Venerer (4) 2. Noblesse Oblige (4) 3. Emblem of Severed Fate (2) Maiden's Beloved (2)	Sands - Energy Recharge / Elemental Mastery Goblet - Elemental Mastery / ATK% Circlet - Healing Bonus / Elemental Mastery	1. Energy Recharge 2. Elemental Mastery 3. ATK%	1. Burst 2. Skill	Use hold Skill then immediately press it to generate more particles.

NOTES	**SUPPORT** Sayu does more damage with EM builds and heals more with ATK hybrid builds, Healing Bonus hat can be used for better heals while maintaining respectable damage. Note that Sayu wants a large amount of energy recharge when used as the only anemo slot on the team (200%ish). **Regarding Weapon Choices:** **Wolf's Gravestone:** Wolf's Gravestone is a universal claymore that is capable of buffing your teammates along with providing more healing in Sayu's case. It is best used once you achieve your ER threshold. **Regarding Artifact Sets:** **Viridescent Venerer:** The bread and butter artifact set for Anemo units, this set provides the ability to shred the enemy's elemental resistance while also buffing Sayu's swirl damage output.

5 STAR

TRAVELER	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIP
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	ANEMO DPS	1. Primordial Jade Cutter (5) 2. Mistsplitter Reforged (5) 3. Skyward Blade (5) 4. Summit Shaper (5) 5. Aquila Favonia (5) 6. Festering Desire (4) 7. The Flute (4) = Lion's Roar (4) = Blackcliff Longsword (4) 8. Favonius Sword (4) 9. Sacrificial Sword (4) 10. Harbinger of Dawn (3) 11. Sword of Descension (4)	1. Viridescent Venerer (4) 2. Viridescent Venerer (2) +18% ATK set (2) 3. Noblesse Oblige (2) Viridescent Venerer (2) 4. +18% ATK set (2) Martial Artist (2)	Sands - ATK% / Energy Recharge Goblet - Anemo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Skill 2. Burst	
	PHYSICAL DPS	1. Aquila Favonia (5) 2. Summit Shaper (5) 3. Primordial Jade Cutter (5) 4. Skyward Blade (5) 5. Blackcliff Longsword (4) 6. The Black Sword (4) 7. Prototype Rancour (4) 8. Harbinger of Dawn (3) 9. The Flute (4) 10. Royal Longsword (4) 11. Fillet Blade (3)	1. Pale Flame (4) 2. Pale Flame (2) Bloodstained Chivalry (2) 3. Gladiator's Finale (4) 4. +18% ATK set (2) Pale Flame / Bloodstained Chivalry (2) 5. Brave Heart / Martial Artist / Resolution of Sojourner (2) Berserker (2)	Sands - ATK% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Flat ATK 4. Energy Recharge	1. Normal Attack 2. Skill 3. Burst	
NOTES	**ANEMO DPS** This section is dedicated to utilising the Anemo Traveller's Anemo Skill/ Burst. Due to how little field time this playstyle takes, the traveller can also fulfill the role of a quickswap style Sub-DPS. **PHYSICAL DPS** **Not Recommended for End Game Content.** **Regarding Artifact Sets:** **Pale Flame (4):** When running this set, make sure you do Press Cast and not Hold Cast, as the Hold Cast Skill Cooldown would be too long for you to refresh your stacks.						

JEAN	ROLE	EQUIPMENTS		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIP
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	**DPS**	1. Aquila Favonia (5) 2. Summit Shaper (5) 3. Primordial Jade Cutter (5) 4. Skyward Blade (5) 5. Blackcliff Longsword (4) 6. The Black Sword (4) 7. Prototype Rancour (4)	1. Bloodstained Chivalry (2) Pale Flame (2) 2. Gladiator's Finale (4) 3. Bloodstained Chivalry / Pale Flame (2) +18% ATK set (2) 4. +18% ATK set (2) Viridescent Venerer (2)	Sands - ATK% Goblet - Physical Damage Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat Attack	1. Normal Attack 2. Skill 3. Burst	Jean's Elemental Burst continuously imbues characters in zone with Anemo status, that means it can cleanse all elemental statuses aside from Dendro
	BURST SUPPORT	1. Primordial Jade Cutter (5) 2. Summit Shaper **(5 Stacks)** (5) 3. Amenoma Kageuchi (4) 4. Skyward Blade (5) 5. Festering Desire (4) **[R5]** 6. Freedom-Sworn (5)* 7. Aquila Favonia (5) 8. Favonius Sword (4) 9. The Flute (4) = Lion's Roar (4) = Blackcliff Longsword (4) 10. Fillet Blade (3) **Check Notes	1. Viridescent Venerer (4) 2. Noblesse Oblige (4) 3. Viridescent Venerer (2) +18% ATK set (2) 4. Viridescent Venerer (2) Emblem of Severed Fate (2) 5. Emblem of Severed Fate (4) 6. Noblesse Oblige (2) Viridescent Venerer / +18% ATK set (2)	Sands - ATK% / Energy Recharge Goblet - Anemo Damage / ATK% Circlet - Crit Rate / DMG / ATK%	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat Attack	1. Burst / Skill 2. Skill / Burst *check notes*	

NOTES

DPS

Jean's Elemental Skill can deal fall damage based off enemy's max HP% and fall velocity if you aim it upwards. Do note that some 4 stars outdps Jean, Jean is better off as a Support.

BURST SUPPORT

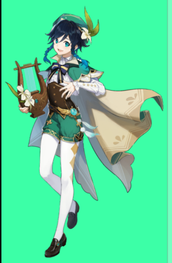
Jean's Elemental Skill can be used to push smaller mobs and stagger bigger ones. **Her healing scales with ATK**.

Regarding Weapon Choices:
Freedom-Sworn: The ranking here only **assumes Jean's personal damage and not the utility it gives**. If you want to furthermore buff your main DPS, you can give this sword to Jean as she **can trigger Freedom-Sworn's skill relatively easily since Anemo is always trigger**.
Lion's Roar: Depending on passive uptime, it can be ranked over Favonius (at 50% uptime) and even Aquila (at 100% uptime).

Regarding Artifact Sets:
Viridescent Venerer (4) is the bread and butter for Anemo characters in general, as it is **commonly used for the 40% elemental resistance shred**.
Noblesse Oblige (4) is the other option for **providing utilities to the team**. This set gives a **20% partywide ATK boost** after Jean casts her Elemental Burst.

Regarding Talent Priorities:
If you prefer more damage than healing, prioritize Elemental Skill over Elemental Burst since it scales better.

For Support Jean, you can either go for **more ATK for stronger heals, but relatively lower Burst uptime,** or **more ER for lower heals**, **but higher Burst uptime**. Choosing between these two is up to personal preference, although **if Venti is on the team, Jean has very little energy problem** and can potentially go full Sub DPS build.

VENTI	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIP
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	OFF-FIELD DPS	1. The Stringless (4) **[R4+]** 2. Alley Hunter (4) **[R5]** 3. The Stringless (4) 4. Windblume Ode (4) **[R5]** 5. Elegy for the End (5)* 6. Skyward Harp (5)* 7. Amos' Bow (5) 8. Alley Hunter (4) 9. Viridescent Hunt (4) 10. Blackcliff Warbow (4) 11. Prototype Crescent (4) = Rust (4) 12. Slingshot (3) ****Check Notes**	1. Viridescent Venerer (4) 2. Noblesse Oblige (4) 3. Viridescent Venerer (2) Noblesse Oblige (2) 4. Viridescent Venerer (2) +18% ATK set (2)	Sands - Elemental Mastery / ATK% Goblet - Elemental Mastery / Anemo DMG Circlet - Elemental Mastery/ Crit Rate / DMG	1. Elemental Mastery 2. Energy Recharge 3. ATK% 4. Crit Rate / DMG 5. Flat ATK ****Crit Rate / DMG isn't as important in a triple EM build, which is what is assumed here.**	1. Burst 2. Skill	Make sure you don't immediately swap away after casting Burst, you need to be on-field for VV 4-set perk to proc on swirl first. (E > Q to avoid this issue) You can infuse elements onto Venti's Burst if you walk up with an element status on you. (e.g. Bennett Burst > Venti Burst > Walk up to infuse Pyro) Check out this link to see which characters can hit the enemies sucked and ragdolled in Venti's burst. (Sheet has not been updated since Yanfei release)

NOTES

In-depth Guide from KQM

OFF-FIELD DPS

This build focuses on damage over ER because of his ER ascension stat. **This weapon order is in the assumption of EM venti, specifics about EM vs Crit venti can be found below.**

The amount of swirls his burst can achieve depends on how long the original element's aura lasts and how many enemies are inside the burst. If it's a single target, the element might expire before being infused into the burst. If you keep refresh the aura and ensure the infusion has been activated early in the burst's duration by reapplying the element, then it can swirl up to 7 times. This can be seen here.

Swirl can only cause two instances of AoE damage per element per target for a single AoE skill. This means that if you have two or more enemies with Pyro auras, and Swirl them with an AoE ability, only two instances of Swirl Pyro damage will occur on each target. **This results in a max of 14 swirl damage procs against a single target throughout a single Venti burst, per element.** Different elements follow a separate "two instance" rule.

When Venti's burst swirls Hydro, only 7 total instances of Swirl can be done on each enemy. This is due to Hydro Swirl not dealing damage in an AoE, which is a property exclusive to Hydro. However, if Electro is consistently applied to a Hydro-infused Venti burst with 2 or more enemies, Venti will instead deal 21 total instances of Swirl damage on each enemy (14 from the Electro aura, 7 from the Hydro aura). This means that in certain builds where swirling only hydro is necessary, it is still better to build crit than EM. Further analysis on swirl can be seen here.

Regarding Weapon Choices:
Skyward Harp: Skyward Harp becomes better if used in a pure crit build with Bennett. Crit build **ONLY** outperforms EM build on high constellation (C4-C6) Venti with the help of Bennett burst or C0 with unrealistic (~30% or above crit value substats per artifact) substats plus Bennett burst. Generally it is better to build EM on low constellation Venti.
Elegy for the End: Elegy for the End's ATK buff **DOES NOT** buff Venti's burst if Venti is the one equipping the bow, but the EM buff affects Venti's Swirl reaction. This is due to Venti's burst snapshotting his stats (excluding EM toward transformative reactions) at the time of cast. Swirl is considered a transformative reaction.

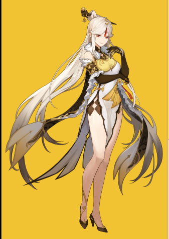
XIAO	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIP
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		

	DPS	1. Primordial Jade Winged-Spear (5) 2. Staff of Homa (5) 3. Vortex Vanquisher (5) 4. Lithic Spear **(2 stacks)** (4) 5. Deathmatch (4) 6. Blackcliff Pole (4) 7. Skyward Spine (5) 8. Favonius Lance (4) 9. Prototype Starglitter (4) 10. White Tassel (3) 11. Halberd (3)	1. Viridescent Venerer (2) / Gladiator's Finale (2) / Shimenawa's Reminiscence (2) **[Choose Two]*** **It is worth noting that set bonuses do not increase Xiao's damage by much, due to an oversaturation on DMG% bonuses and ATK% from various sources. For this reason, it is better to opt out for artifact pieces which have higher quality substats instead of trying to maintain a set bonus.**	Sands - ATK% Goblet - Anemo DMG Circlet - Crit DMG / Crit Rate	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Elemental Mastery 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	**Regarding Xiao's Optimal Skill Rotation:** E > E > Q > Plunge Combo **Regarding Xiao's Plunge Combo:** Best combo for Xiao when fighting a single target: Plunge -> Normal Attack -> Charged Attack -> Plunge Best combo for Xiao when fighting multiple enemies: Plunge -> Normal Attack -> Plunge
NOTES **In-depth Guide from Xiao Mains + KQM**	**DPS** Xiao has issues with Energy regeneration because **he cannot generate any particles with his Elemental Skill while his Burst is active**, so it is not suggested to use his Elemental Skill during Elemental Burst. Start off a fight by casting the skill of your Anemo Battery and then casting his skill twice (three times at C1) then cast your burst immediately. You will want to be half way through your burst animation before the particles reach you, so this way you can start off your burst with a portion of the energy gauge already filled. Same goes for any other Anemo Battery (recommended below), cast skill and swap back to Xiao to cast burst before the particles reach you. **You'll want to pair Xiao with another Anemo character** (Venti, Sucrose, Jean or Anemo Traveler) to help him gain energy while his Elemental Burst is on cooldown. Xiao's Elemental Burst ends when you swap to another character. Although he has two charges of his Elemental Skill, only ONE charge comes back per cooldown. **Regarding Weapon Choices:** With a proper anemo battery (e.g. Sucrose), Xiao needs as little as 120-130% ER to maintain a high burst uptime. In these scenarios, unless there are no ERs from substats, you should always go for a non-ER weapon as it will result in more damage. **Regarding Artifact Sets:** Prioritize Viridescent Venerer over the other 2 +18% ATK sets if there are external ATK% buff sources on your team.						

KAEDEHARA KAZUHA	**ROLE**	**EQUIPMENT**		**ARTIFACT STATS**		**TALENT PRIORITY**	**ABILITY TIP**
		WEAPON	**ARTIFACT**	**MAIN STATS**	**SUBSTATS**		
	EM BUILD	1. Freedom-Sworn (5) 2. Sacrificial Sword (4) ~= Favonius Sword (4) ~= Skyward Blade (5) 3. Amenoma Kageuchi (4) 4. Iron Sting (4)* 5. Dark Iron Sword (3) ****Check Notes**	1. Viridescent Venerer (4) 2. Instructors (4)	Sands - Elemental Mastery / Energy Recharge Goblet - Elemental Mastery Circlet - Elemental Mastery	1. Elemental Mastery 2. Energy Recharge 3. ATK% 4. Crit Rate / DMG	1. Burst 2. Skill 3. Normal Attack	The element which is absorbed by Kazuha's elemental burst follows the priority of Pyro > Hydro > Electro > Cryo, and can be absorbed from both the active character and enemies. **(i.e. Standing in Bennett burst will result in Kazuha's Burst infusing Pyro as Bennett applies Pyro to the active character)**
NOTES **In-depth Guide from KQM**	**EM BUILD** Kazuha's 4th Ascension Passive encourages players to maximise Elemental Mastery in order to maximise his utility. **Similar to Venti, due to the EM buffs, a triple EM build will out-damage a regular ATK-EM/Anemo/Crit build as long as there are 2+ enemies due to the amount of swirls involved. Because of this, an ADC (Attack/Damage/Crit) build isn't recommended unless he is in a team whereby he cannot make use of his A4 passive or swirls. (i.e. mono Anemo/Geo teams)** **Regarding Weapon Choices:** The ultimate goal is to try **stack as much EM while getting enough ER (160-180%) for a consistent Burst uptime**. Having Sacrificial Sword or a second Anemo character in the team will also help reduce the needs for ER and prioritize EM substat more. **Iron Sting:** Iron Sting will yield the highest upfront EM and teamwide buff if compared to the other 4 star options, **if you manage to meet his energy needs or simply don't need more than one rotation, this would be the better option if compared to the Energy Recharge weapons.**						

The role that the Character best excels in will be marked with

4 STAR

NINGGUANG	ROLE	EQUIPMENT		ARTIFACT STATS		TALENT PRIORITY	ABILITY TIPS
		WEAPON*	ARTIFACT	MAIN STATS	SUBSTATS		
	DPS	1: Memory of Dust (5) 2. Skyward Atlas (5) 3. Lost Prayer to the Sacred Winds (5) 4. Dodoco Tales (4) **[R5]*** 5. The Widsith (4) ~= Solar Pearl (4) 6. Blackcliff Agate **(1 stack)** (4) 7. Eye of Perception (4) 8. Frostbearer (4) ****Check Notes**	1. Archaic Petra (2) +18% ATK set (2) 2: Retracing Bolide (4) 3. Archaic Petra (2) Noblesse Oblige (2) 4. Gladiator's Finale (2) Noblesse Oblige (2) ****Check Notes**	Sands - ATK% Goblet - Geo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK	1. Normal Attack 2. Burst 3. Skill	Ningguang's Burst generally does not land all 12 hits - one of the Star Gems from the Jade Screen usually slams into the ground before its homing can activate. This missed gem is important for Bolide vs Noblesse. Skill has a 6 second internal cooldown on generating Energy, so for the sake of maintaining Burst loops, wait 6 seconds to cast again if you need energy. Screen also breaks when casted on top of another Geo Structure, you can intentionally use a structure to break your first screen.
	SUB DPS / NUKE	1. Skyward Atlas (5) 2. Memory of Dust (5) 3. Solar Pearl R4 (4) 3. Lost Prayer to the Sacred Winds (5) 4. Solar Pearl (4) 5. The Widsith (4)* 6. Blackcliff Agate (4) 7. Eye of Perception (4) 8. Dodoco Tales (4) **[R5]** **WEAPON RANKINGS CHANGES SLIGHTLY WITH BENNETT BURST, READ BELOW FOR MORE INFO.**	1. Archaic Petra (2) Noblesse Oblige (2) 2. Archaic Petra (2) +18% ATK set (2) 3. Noblesse Oblige (2) Gladiator's Finale (2)	Sands - ATK% Goblet - Geo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK	1. Burst 2. Skill 3. Normal Attack	If Ningguang is [C6], talent priority changes to **Burst > Normal Attack > Skill**. Walking through the Jade Screen before casting burst is heavily recommended for the Geo DMG bonus.

NOTES

DPS

Regarding Weapon Choices:
Dodoco Tales: Generally, Dodoco Tales is outperformed by Widsith/Solar Pearl at **[R3]**, however with the right buffs, Widsith can match Dodoco Tales at lower refinements. **Note that Bennett buff / Thrilling Tales of Dragon Slayer's buff + Noblesse Oblige (4) buff may push Widsith and Solar Pearl above Dodoco Tales, even at low refinements.**
Widsith/Solar Pearl: If your stats aren't balanced, then whichever weapon's substat is better for balancing you out at the 1:2 ratio (assuming C2) will outperform the other. For example, if you're at 50/70 from artifacts, The Widsith is ahead even with no Theme on charged attacks thanks to it pushing your crit damage high enough to overpower solar's crit rate. If your crit rate and crit damage are at 50/100 or 60/120 or similar balanced values, The Widsith is very slightly better so long as you get two good Themes in a row before EM themes, which on average is expected.

Regarding Artifact Sets:
This set ranking order assumes **[C2]** so that you have efficient energy generation with burst loops. If you don't have **[C2]** and can't quickly regain your Elemental Burst basically off cooldown, then a full Retracing Bolide (4) set may be better.

Retracing Bolide (4): This set is generally recommended for players with Ningguang constellations lower than 2. N1 > CA rotations are the most ideal for this set, to prevent stamina consumption you need to be close up to enemies so the Normal Attack hits before the CA animation starts.

Walk through your Skill before using Burst for more damage. Normal Attack Animation Cancel is possible if you hold down on a walking direction and do Normal Attack before you start moving.

Ningguang **[C2]** can reset Skill cooldown when Skill is used while there's an existing Jade Screen, shattering the existing Jade Screen and triggering the **[C2]** perk. See example below:
Skill Cast > Wait Skill CD (11s) > Skill Cast > **[C2]** resets Skill CD > Skill Cast (Shatters Previous Barrier) > Wait **[C2]** CD (6s) > Skill Cast (Shatters Previous Barrier)

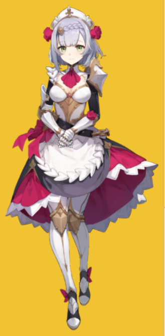
SUB DPS / NUKE

This section is dedicated towards a quickswap style Ningguang, where she outputs high burst damage in an extremely short time window before swapping out to other supports.

Regarding Weapon Choices:
Widsith: Widsith is ranked lowly due to the playstyle not aligning with its downtime. (You might get 1-2 Burst rotations without buff active, depending on how quickly you rotate your supports) For this reason, its average DPS is below Solar Pearl.

Regarding Weapons Ranking with Bennett's Burst considered: With Bennett burst considered, Solar Pearl and Lost Prayer will be ranked above Memory of Dust, with Solar Pearl outperforming LP at [R2+]. This is because in a quickswap composition, it is difficult to develop and maintain stacks on a Lost Prayer. (5 star weapons R1 assumed.) (All other rankings remain the same.)

NOELLE	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		

	**DPS**	1. Serpent Spine (4) 2. The Unforged (5) 3. Wolf's Gravestone (5) 4. Skyward Pride (5) 5. Blackcliff Slasher (4) 6. Lithic Blade **(2 stacks)** (4) 7. Prototype Archaic (4) 8. Whiteblind (4) 9. Debate Club [R5] (3) **SEE NOTES FOR [C6]**	1. Retracing Bolide (4) 2. Gladiator's Finale (4)	Sands - ATK% / DEF% Goblet - Geo DMG Circlet - Crit Rate / DMG DEF% sands when [C6].	1. Crit Rate / DMG 2. DEF% 3. ATK% 4. Energy Recharge 5. Flat DEF 6. Flat ATK	1. Normal Attack 2. Burst 3. Skill	Optimal attack rotation is **N1>N2>N3>N4>dash/hop**, where N refers to each normal attack in her 4 hit combo. This isn't always feasible due to cast time and N4 covers a lesser AoE than N1-3, so the recommended rotation is **N1>N2>N3>dash/hop**. This video covers optimal attack cancels and weapon priorities for both DPS and support.
	SUPPORT	1. Whiteblind (4) 2. Sacrificial Greatsword (4) 3. Skyward Pride (5) 4. Favonius Greatsword (4)	1. Maiden Beloved (4) 2. Defender's Will (2) Maiden Beloved (2)* 3. Retracing Bolide (2) Maiden Beloved (2)*	Sands - DEF% Goblet - DEF% Circlet - Healing Bonus	1. DEF% 2. Flat DEF 3. Energy Recharge	1. Skill 2. Burst 3. Normal Attack	Use her charged attacks for healing instead of normal attacks as it is much faster.
NOTES	**DPS** **It's recommended to avoid building a DPS Noelle if she's not C6.** Noelle DPS is best optimized at [C6] where she converts an additional 50% DEF into ATK. **Regarding Weapon Choices:** DPS weapon comparison assumes **[C1]-[C4]** with 50% Elemental Burst uptime. **[C6] WEAPON PRIORITY: (Max stacks) Serpent Spine > Skyward Pride R1 > Whiteblind > Blackcliff Slasher > The Unforged / Wolf's Gravestone** Skyward Pride is BELOW Serpent Spine when assuming you cast your burst off cooldown. **SUPPORT** **Regarding Artifact Sets:** **Defender's Will (2) Maiden Beloved (2):** Ideally you only want Defender's Will pieces for the Flower/Feather slots, while leaving Sands/Goblet/Circlet for Maiden Beloved pieces with 5-star mainstats. **Retracing Bolide (2) Maiden Beloved (2):** Allows you to heal with a stronger shield durability while Noelle is on field, as Retracing Bolide 2-set perk only works for the character equipped with it. (It increases only her Shield Strengh stat)						

5 Star

TRAVELER	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	GEO DPS	1. Mistsplitter Reforged (5) 2. Primordial Jade Cutter (5) 3. Summit Shaper (5) **4**. Aquila Favonia (5) **5**. Festering Desire R5 (4)* 6. Skyward Blade (5)* 7. Harbinger of Dawn (3) 8. Amenoma Kageuchi (4)* 9. Blackcliff Longsword (4) ~= The Black Sword (4) ~= Alley Flash (4) 10. Sword of Descension (4)	1. Archaic Petra (2) +18% ATK set (2) 2. Archaic Petra (2) Noblesse Oblige (2) 3. Emblem of Severed Fate (4) 4. + 18% ATK set (2) / +18% ATK set (2)	Sands - ATK% Goblet - Geo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK	1. Skill 2. Burst	Skill and Burst have equal priorities. When using your Elemental Skill, try to use the hold variant of it over tapping, as it has a slight delay on the tap variant.
	PHYSICAL DPS	1. Aquila Favonia (5) 2. Summit Shaper (5) 3. Primordial Jade Cutter (5) 4. Skyward Blade (5) 5. Blackcliff Longsword (4) 6. The Black Sword (4) 7. Prototype Rancour (4) 8. Harbinger of Dawn (3) 9. The Flute (4) 10. Royal Longsword (4) 11. Fillet Blade (3)	1. Gladiator's Finale (2) Pale Flame (2) 2. Pale Flame (2) Bloodstained Chivalry (2) 3. Gladiator's Finale (4) 4. Retracing Bolide (4) 5. +18% ATK set (2) / +18% ATK set (2) ****Check Notes for Pale Flame (4)**	Sands - ATK% Goblet - Phys DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. Energy Recharge 4. Flat ATK	1. Normal Attack 2. Skill 3. Burst	

NOTES

GEO DPS

This section is dedicated to utilising the Geo Traveller's Geo Elemental Burst damage capabilities. Due to how little field time this playstyle takes, the traveller can also fulfill the role of a quickswap style Sub-DPS.

Regarding Weapon Choices: Festering Desire, Skyward Blade, Amenoma Kageuchi: These weapons help in bursting off cooldown, but if you're not having issues with energy, then these weapons falls behind in terms of damage.

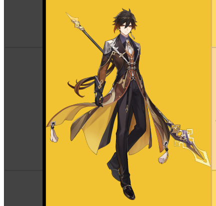
PHYSICAL DPS

Not Recommended for End Game Content.

Regarding Artifact Sets:

Gladiator's Finale (2) Pale Flame (2): This set is ranked higher than Pale Flame (2) Bloodstained Chivalry (2) due to how much geo damage is in the traveller's kit. If you truly prefer to have the highest physical damage output, use Set 2 instead.

Pale Flame (4): This set is not recommended due to the Traveler's elemental skill cooldown being 6 seconds, which means the 4 piece set effect only kicks in 6 seconds into every rotation, and also gives the player a very little time window to keep up the 4 piece set effect.

ZHONGLI	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	**PHYSICAL DPS**	1. Crescent Pike (4) 2. Primordial Jade Winged-Spear (5) 3. Staff of Homa (5) 4. Vortex Vanquisher (5) 5. Deathmatch (4) 6. Skyward Spine (5) 7. Dragonspine Spear (4) 8. Blackcliff Pole (4) 9. White Tassel (3)	1. Pale Flame (4) 2. Bloodstained Chivalry (2) Pale Flame (2) 3. Gladiator's Finale (4) 4. Bloodstained Chivalry (2) +18% ATK set (2) 5. Retracing Bolide (4)	Sands - ATK% / HP% Goblet - Physical DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. HP% 4. Energy Recharge 5. Flat ATK	1. Normal Attack 2. Burst 3. Skill	
	SHIELD SUPPORT	1. Black Tassel (3) 2. Favonius Lance (4)* 3. Skyward Spine (5)	1. Tenacity of the Millelith (4)	Sands - HP% Goblet - HP% Circlet - HP%	1. HP% 2. Flat HP 3. Energy Recharge	1. Skill 2. Burst	
	BURST / NUKE	1. Staff of Homa (5) 2. Primordial Jade Winged-Spear (5) 3. Vortex Vanquisher (5) 4. The Catch (4) 5. Deathmatch (4)* 6. Skyward Spine (5) 7. Favonius Lance (4)* Read Notes 8. Blackcliff Pole (4) 9. Lithic Spear (4) **R1 (1 Stack)** 10. Prototype Starglitter (4)	1. Archaic Petra (2) Noblesse Oblige (2) 2. Emblem of Severed Fate (4)* 3. Noblesse Oblige (2) / Archaic Petra (2) / 18% ATK set / Tenacity of the Millelith (2) **[Choose two]** 4. Noblesse Oblige (4) **Check Notes	Sands - ATK% / HP% Goblet - Geo DMG Circlet - Crit Rate / DMG	1. Crit Rate / DMG 2. ATK% 3. HP% 4. Energy Recharge 5. Flat ATK 6. Flat HP	1. Burst 2. Skill	

NOTES

PHYSICAL DPS
Optimal Physical Rotation:
Normal Attack until Spear Kick -> Dodge/Jump Cancel -> Repeat

SHIELD SUPPORT
This kind of playstyle is very straightforward; stack as much HP as possible. Prioritize HP scaling polearms such as Black Tassel and artifact sets such as Tenacity of the Millelith (4) to capitalize on Zhongli's Shield. Most of the time, especially on a HP-focused Zhongli, casting Elemental Burst is a DPS loss due to the cast time, which is why you'd only want to cast Elemental Burst for the Crowd Control it offers, and not for damage.

Note that if paired with Xingqiu and/or Beidou, the damage reduction from orbitals from Xingqiu's Elemental Skill and Elemental Burst and/or Beidou's Elemental Burst can be utilized on Zhongli's shield, making it basically unbreakable.

Regarding Weapon Choices:
Favonius Lance : Use this weapon over Black Tassel if you value the team energy (Note that you need to build some amount of Crit Rate if you are running Favonius Lance to trigger the passive).

BURST / NUKE
Zhongli's kit is best utilised as a Geo Burst damage dealer for his short Elemental Burst cooldown (12s) and low energy cost (40 Energy), while his Elemental Skill Hold Cast (Shield) scales with HP and at Ascension 4, you would unlock a talent that allows your burst to scale with 33% of Zhongli's Max HP, making him an amazing source of shield and damage.

Regarding Artifact Sets:
Emblem of Severed Fate (4): On higher ER requirements, this set pulls ahead of Archaic Petra (2) Noblesse Oblige (2), however it's not recommended to stack ER to fully benefit from the 4 piece set effect since by stacking ER, you sacrifice other offensive stats.

Regarding Weapon Choices:
Favonius Lance: Zhongli's lackluster particle generation can be problematic in teams without a reliable source of Geo energy. With sufficient energy/Geo particles (i.e. in a dual Geo team) Lithic Spear and above will outperform Favonius Lance.
Deathmatch: In teams with a reliable source of Geo energy, Deathmatch will outperform The Catch.

Regarding Main Stats:
Ideally, you'll want ATK%/Geo/Crit Rate-DMG for maximum Elemental Burst damage, as his Ascension 4 Talent scaling would be best benefitted using only one HP main stat, any additional HP stat is desirable as it goes to his shield durability/burst damage.

ALBEDO	ROLE	EQUIPMENT		STATS PRIORITY		TALENT PRIORITY	ABILITY TIPS
		WEAPON	ARTIFACT	MAIN STATS	SUBSTATS		
	OFF-FIELD DPS	1. Harbinger of Dawn (3)* 2. Primordial Jade Cutter (5)* 3. Summit Shaper (5) 4. Freedom-Sworn (5)* **Check Notes	1. Archaic Petra (2) Noblesse Oblige (2) 2. Tenacity of the Millelith (4) 3. Archaic Petra (4) 4. Archaic Petra (2) Defender's Will (2)* 5. Noblesse Oblige (4) 6. Defender's Will (2) The Exile/Scholar (2) 7. Berserker (2) The Exile/Scholar (2) **Check Notes	Sands - DEF% Goblet - Geo DMG / DEF% Circlet - Crit Rate / DMG / DEF%	1. Crit Rate / DMG 2. DEF% 3. Energy Recharge 4. Flat DEF	1. Skill 2. Burst	

NOTES

In-depth Guide from Albedo Mains + KQM

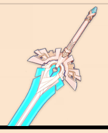
OFF-FIELD DPS
Albedo's E particle generation is completely RNG like Zhongli, but with better odds.

If looking for a cheap damage to investment ratio, DEF%/Geo DMG/DEF% or DEF%/Geo DMG/Crit% is your best choice. It is worth noting that Hybrid build that take advantage of Albedo's Elemental Burst scalings are stronger than a skill-focused build with higher levels of investment.

Regarding Weapon Choices:
Harbinger of Dawn: Albedo's Skill scales with Defense, which is why the Base ATK from the weapon doesn't matter that much. Harbinger of Dawn offers a lot of Crit Value which is why it is one of the strongest weapons for him despite being a 3 star weapon.
Primordial Jade Cutter: On Hybrid build, this weapon is a better option than Harbinger of Dawn.
Freedom-Sworn: Equipping this weapon will decrease Albedo's own damage but he is one of the better Freedom-Sworn holders since he can trigger the passive quite easily to buff your other party members.

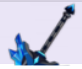
Regarding Artifact Sets:
Archaic Petra (2) Defender's Will (2): Because Defender's Will set only goes up to 4 star rarity, you should only use them in the Feather and Flower slots so that you do not lose out a lot on offensive mainstats.

5

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
The Unforged 	Base ATK: 46 / 608	ATK %: 10.8 / 49.6	Increases Shield Strength by **20/25/30/35/40%**, scoring hits on opponents increases ATK by **4/5/6/7/8%** for 8s. Max 5 stacks. Can only occur once every 0.3s. While protected by a shield this ATK increase effect is increased by 100%.
Wolf's Gravestone 	Base ATK: 46 / 608	ATK %: 10.8 / 49.6	Increases ATK by **20/25/30/35/40%**. On hit, attacks against enemies with less than 30% HP increase all party members' ATK by **40/50/60/70/80%** for 12s. Can only occur once every 30s.
Skyward Pride 	Base ATK: 48 / 674	ER %: 8 / 36.8	Increases all DMG by **8/10/12/14/16%**. After using an Elemental Burst, Normal or Charged Attack, on hit, creates a vacuum blade that does **80/100/120/140/160%** of ATK as DMG to enemies along its path. Lasts for 20s or 8 vacuum blades.
Song of Broken Pines 	Base ATK: 49 / 741	Physical DMG % : 4.5 / 20.7	A part of the "Millennial Movement" that wanders amidst the winds. Increases ATK by **16/20/24/28/32%**, and when Normal or Charged Attacks hit opponents, the character gains a Sigil of Whispers. This effect can be triggered once every 0.3s. When you possess four Sigils of Whispers, all of them will be consumed and all nearby party members will obtain the "Millennial Movement: Banner-Hymn" effect for 12s. "Millennial Movement: Banner-Hymn" increases Normal ATK SPD by **12/15/18/21/24%** and increases ATK by **20/25/30/35/40%**. Once this effect is triggered, you will not gain Sigils of Whispers for 20s. Of the many effects of the "Millennial Movement, " buffs of the same type will not stack.

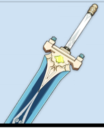
4

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Blackcliff Slasher 	Base ATK: 42 / 510	Crit DMG %: 12 / 55.1	After defeating an enemy, ATK is increased by **12/15/18/21/24%** for 30s. This effect has a maximum of 3 stacks, and the duration of each stack is independent of the others.
Favonius Greatsword 	Base ATK: 41 / 454	ER %: 13.3 / 61.3	CRIT hits have a **60/70/80/90/100%** chance to generate 1 Elemental Orb, which will regenerate 6 Energy for the character. Can only occur once every **12/10.5/9/7.5/6s**.

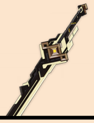
Prototype Archaic 	Base ATK: 44 / 565	ATK %: 6 / 27.6	On hit, Normal or Charged Attacks have a 50% chance to deal an additional **240/300/360/420/480%** ATK DMG to enemies within a small radius. Can only occur once every 15s.
Whiteblind 	Base ATK: 42 / 510	DEF %: 11.3 / 51.7	On hit, Normal or Charged Attacks increase ATK and DEF by **6/7.5/9/10.5/12%** for 6s. Max 4 stacks. Can only occur once every 0.5s.
Royal Greatsword 	Base ATK: 44 / 565	ATK %: 6 / 27.6	Upon damaging an enemy, increases CRIT Rate by **8/10/12/14/16%**. Max 5 stacks. A CRIT hit removes all stacks.
Sacrificial Greatsword 	Base ATK: 44 / 565	ER %: 6.7 / 30.6	After damaging an opponent with an Elemental Skill, the skill has a **40/50/60/70/80%** chance to end its own CD. Can only occur once every **30/26/22/19/16s**.
Serpent Spine 	Base ATK: 42 / 510	Crit Rate %: 6 / 27.6	Every 4s a character is on the field, they will deal **6/7/8/9/10%** more DMG and take **3/2.7/2.4/2.1/1.8%** more DMG. This effect has a maximum of 5 stacks and will not be reset if the character leaves the field, but will be reduced by 1 stack when the character takes DMG.
The Bell 	Base ATK: 42 / 510	HP %: 9 / 41.3	Taking DMG generates a shield which absorbs DMG up to **20/23/26/29/32%** of Max HP. This shield lasts for 10s or until broken, and can only be triggered once every 45s. While protected by a shield, the character gains **12/15/18/21/24%** increased DMG.
Rainslasher 	Base ATK: 42 / 510	EM : 36 / 165	Increases DMG against opponents affected by Hydro or Electro by **20/24/28/32/36%**.
Snow Tombed Starsilver 	Base ATK: 44 / 565	Physical DMG %: 7.5 / 34.5	Hitting an opponent with Normal and Charged Attacks has a **60/70/80/90/100%** chance of forming and dropping an Everforst icicle above them, dealing **80/95/110/125/140%** AoE ATK DMG. opponents affected by Cryo are dealt **200/240/280/320/360%** ATK DMG. Can only occur once every 10s.

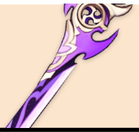
Lithic Blade 	Base ATK: 42 / 510	ATK %: 9 / 41.3	For every character in the party who hails from Liyue, the character who equips this weapon gains **7/8/9/10/11%** ATK increase and **3/4/5/6/7%** CRIT Rate increase. This effect stacks up to 4 times.
Katsuragikiri Nagamasa 	Base ATK: 42 / 510	ER %: 10 / 45.9	Increases Elemental Skill DMG by **6/7.5/9/10.5/12%**. After Elemental Skill hits an opponent, the character loses 3 Energy but regenerates **3/3.5/4/4.5/5** Energy every 2s for the next 6s. This effect can occur once every 10s. Can be triggered even when the character is not on the field.
Luxurious Sea-Lord	Base ATK: 41 / 454	ATK %: ? / 55.1	Increases Elemental Burst DMG by 12%. When Elemental Burst hits opponents, there is a 100% chance of summoning a huge onrush of tuna that deals 100% ATK as AoE DMG. This effect can occur once every 15s.

3

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Bloodtainted Greatsword 	Base ATK: 38 / 354	EM: 41 / 187	Increases DMG against enemies affected by Pyro or Electro by **12/15/18/21/24%**.
Debate Club 	Base ATK: 39 / 401	ATK %: 7.7 / 35.2	After using an Elemental Skill, Normal or Charged Attacks, on hit, deal an additional **60/75/90/105/120%** ATK DMG in a small area. Effect lasts 15s. DMG can only occur once every 3s.
Ferrous Shadow 	Base ATK: 39 / 401	HP %: 7.7 / 35.2	When HP falls below **70/75/80/85/90%**, increases Charged Attack DMG by **30/35/40/45/50%**, and Charged Attacks become much harder to interrupt.
Skyrider Greatsword 	Base ATK: 39 / 401	Physical DMG %: 9.6 / 43.9	On hit, Normal or Charged Attacks increase ATK by **6/7/8/9/10%** for 6s. Max 4 stacks. Can only occur once every 0.5s.

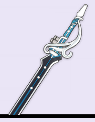
White Iron Greatsword 	Base ATK: 39 / 401	DEF %: 9.6 / 43.9	Defeating an opponent restores **8/10/12/14/16%** HP.

5			
Name	**Main Stat(1/90)**	**Sub Stat(1/90)**	**Passive(R1/R5)**
Aquila Favonia 	Base ATK: 48 / 674	Physical DMG %: 9 / 41.3	ATK is increased by **20/25/30/35/40%**. Triggers on taking DMG: the soul of the Falcon of the West awakens, holding the banner of the resistance aloft, regenerating HP equal to **100/115/130/145/160%** of ATK and dealing **200/230/260/290/320%** of ATK as DMG to surrounding enemies. This effect can only occur once every 15s.
Skyward Blade 	Base ATK: 46 / 608	ER %: 12 / 55.1	Crit Rate increased by **4/5/6/7/8%**. Gains Skypiercing Might upon using Elemental Burst: Increases Movement SPD by 10%, increases ATK SPD by 10%, and increases the DMG of Normal and Charged Attack hits by **20/25/30/35/40%** for 12s.
Summit Shaper 	Base ATK: 46 / 608	ATK %: 10.8 / 49.6	Increases Shield Strength by **20/25/30/35/40%**. Scoring hits on opponents increases ATK by **4/5/6/7/8%** for 8s. Max 5 stacks. Can only occur once every 0.3s. While protected by a shield, this ATK increase effect is increased by 100%.
Primordial Jade Cutter 	Base ATK: 44 / 542	Crit Rate %: 9.6 / 44.1	HP increased by **20/25/30/35/40%**. Additionally, provides an ATK bonus based on **1.2/1.5/1.8/2.1/2.4%** of the wielder's max HP.
Freedom-Sworn 	Base ATK: 46 / 608	EM: 43 / 198	A part of the "Millenial Movement" that wanders amidst the winds. Increases DMG by **10/12.5/15/17.5/20%**. When the character wielding this weapon triggers Elemental Reactions, they gain a Sigil of Rebellion. This effect can be triggered once every 0.5s and can be triggered even if said character is not on the field. When you possess 2 Sigils of Rebellion, all of them will be consumed and all nearby party members will obtain "Millennial Movement: Song of Resistance" for 12s. "Millennial Movement: Song of Resistance" increases Normal, Charged and Plunging Attack DMG by **16/20/24/28/32%** and increases ATK by **20/25/30/35/40%**. Once this effect is triggered, you will not gain Sigils of Rebellion for 20s. Of the many effects of the "Millennial Movement," buffs of the same type will not stack.
Mistsplitter Reforged 	Base ATK: 48 / 674	Crit DMG: 9.6 / 44.1	Gain a **12/15/18/21/24%** Elemental DMG Bonus for every element and receive the might of Mistsplitter's Emblem. At stack levels 1/2/3, Mistsplitter's Emblem provides a **(8/16/28)/(10/20/35)/(12/24/42)/(14/28/49)/(16/32/56)%** Elemental DMG Bonus for the character's Elemental Type. The character will obtain 1 stack of Mistsplitter's Emblem in each of the following scenarios: Normal Attack deals Elemental DMG (stack lasts 5s), casting Elemental Burst (stack lasts 10s); Energy is less than 100% (stack disappears when Energy is full). Each stack's duration is calculated independently.

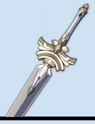
4

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Lion's Roar 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Increases DMG against enemies affected by Pyro or Electro by **20/24/28/32/36%**.
Blackcliff Longsword 	Base ATK: 44 / 565	Crit DMG %: 8 / 36.8	After defeating an enemy, ATK is increased by **12/15/18/21/24%** for 30s. This effect has a maximum of 3 stacks, and the duration of each stack is independent of the others.
Favonius Sword 	Base ATK: 41 / 454	ER %: 13.3 / 61.3	CRIT hits have a **60/70/80/90/100%** chance to generate 3 Clear Particles, which will regenerate 6 Energy for the character. Can only occur once every **12/10.5/9/7.5/6s**.
Iron Sting 	Base ATK: 42 / 510	EM: 36 / 165	Dealing Elemental DMG increases all DMG by **6/7.5/9/10.5/12%** for 6s. Max 2 stacks. Can only occur once every 1s.
Prototype Rancour 	Base ATK: 44 / 565	Physical DMG %: 7.5 / 34.5	On hit, Normal or Charged Attacks increase ATK and DEF by **4/5/6/7/8%** for 6s. Max 4 stacks. Can only occur once every 0.3s.
Royal Longsword 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Upon dealing damage to an opponent, increases CRIT Rate by **8/10/12/14/16%**. Max 5 stacks. A CRIT hit removes all existing stacks.
Sacrificial Sword 	Base ATK: 41 / 454	ER %: 13.3 / 61.3	After damaging an opponent with an Elemental Skill, the skill has a **40/50/60/70/80%** chance to end its own CD. Can only occur once every **30/26/22/19/16s**.

The Black Sword 	Base ATK: 42 / 510	Crit Rate %: 6 / 27.6	Increases DMG dealt by Normal and Charged Attacks by **20/25/30/35/40%**. Additionally, regenerates **60/70/80/90/100%** of ATK as HP when Normal and Charged Attacks score a CRIT Hit. This effect can occur once every 5s.
Festering Desire 	Base ATK: 42 / 510	ER %: 10.0 / 45.9	Increases Elemental Skill DMG by **16/20/24/28/32%** and Elemental Skill CRIT Rate by **6/7.5/9/10.5/12%**.
The Flute 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Normal or Charged Attacks grant Harmonic on hits. Gaining 5 Harmonics triggers the power of music and deals **100/125/150/175/200%** ATK DMG to surrounding enemies. Harmonics last up to 30s, and a maximum of 1 can be gained every 0.5s.
The Alley Flash 	Base ATK: 45 / 620	EM: 12 / 55	Increases DMG dealt by the character equipping this weapon by **12/15/18/21/24%**. Taking DMG disables this effect for 5s.
Sword of Descension 	Base ATK: 39 / 440	ATK %: 7.7 / 35.2	Hitting enemies with Normal or Charged Attacks grants a 50% chance to deal 200% ATK as DMG in a small AoE. This effect can only occur once every 10s. Additionally, if the Traveler equips the Sword of Descension, their atk is increased by 66. **This is a preregistration reward PS4 Traveler only exclusive weapon.**
Amenoma Kageuchi 	Base ATK: 41 / 454	ATK %: 12 / 55.1	After casting an Elemental Skill, gain 1 Succession Seed. This effect can be triggered once every 5s. The Succession Seed lasts for 30s. Up to 3 Succession Seeds may exist simultaneously. After using an Elemental Burst, all Succession Seeds are consumed and after 2s, the character regenerates **6/7.5/9/10.5/12** Energy for each seed consumed.

3

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Cool Steel 	Base ATK: 39 / 401	ATK %: 7.7 / 35.2	Increases DMG against enemies affected by Hydro or Cryo by **12/15/18/21/24%.**

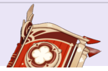
Dark Iron Sword 	Base ATK: 39 / 401	EM: 31 / 141	Upon causing an Overloaded, Superconduct, Electro-charged, or an Electro-infused swirl reaction, ATK is increased by **20/25/30/35/40%** for 12s.
Fillet Blade 	Base ATK: 39 / 401	ATK %: 7.7 / 35.2	On hit, has a 50% chance to deal **240/280/320/360/400%** ATK DMG to a single enemy. Can only occour once every **15/14/13/12/11s**.
Harbinger of Dawn 	Base ATK: 39 / 401	Crit DMG %: 10.2 / 46.9	When HP is above 90%, increases Crit Rate by **14/17.5/21/24.5/28%**.
Skyrider Sword 	Base ATK: 38 / 354	ER %: 11.3 / 51.7	Using an Elemental Burst grants a **12/15/18/21/24%** increase in ATK and Movement SPD for 15s.
Traveler's Handy Sword 	Base ATK: 40 / 448	DEF %: 6.4 / 27.5	Each Elemental Orb or Particle collected restores **1/1.25/1.5/1.75/2% HP**.

5

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Lost Prayer to the Sacred Winds 	Base ATK: 46 / 608	Crit Rate %: 7.2 / 33.1	Increases Movement SPD by 10%. When in battle, gain an **8/10/12/14/16%** Elemental DMG Bonus every 4s. Max 4 stacks. Lasts until the character falls or leaves combat.
Skyward Atlas 	Base ATK: 48 / 674	ATK %: 7.2 / 33.1	Increases Elemental DMG Bonus by **12/15/18/21/24%**. Normal Attack hits have a 50% chance to earn the favor of the clouds. which actively seek out nearby enemies to attack for 15s, dealing **160/200/240/280/320%** ATK DMG. Can only occur once every 30s.
Memory of Dust 	Base ATK: 46 / 608	ATK %: 10.8 / 49.6	Increases Shield Strength by **20/25/30/35/40%**. Scoring hits on opponents increases ATK by **4/5/6/7/8%** for 8s. Max 5 stacks. Can only occur once every 0.3s. While protected by a shield, this ATK increase effect is increased by 100%.

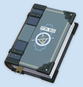
4

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Blackcliff Agate 	Base ATK: 42 / 510	Crit DMG %: 12 / 55.1	After defeating an enemy, ATK is increased by **12/15/18/21/24%** for 30s. This effect has a maximum of 3 stacks, and the duration of each stack is independent of the others.
Eye of Perception 	Base ATK: 41 / 454	ATK %: 12 / 55.1	Normal and Charged Attacks have a 50% chance to fire a Bolt of Perception, dealing **240/270/300/330/360%** ATK as DMG. This bolt can bounce between enemies a maximum of 4 times. This effect can occur once every **12/11/10/9/8s**.
Favonious Codex 	Base ATK: 42 / 510	ER %: 10 / 45.9	CRIT hits have a **60/70/80/90/100%** chance to generate 3 Clear Particles, which will regenerate 6 Energy for the character. Can only occur once every **12/10.5/9/7.5/6s**.
Mappa Mare 	Base ATK: 44 / 565	EM: 24 / 110	Triggering an Elemental reaction grants a **8/10/12/14/16%** Elemental DMG Bonus for 10s. Max 2 stacks.

Prototype Amber 	Base ATK: 42 / 510	HP %: 9 / 41.3	Using an Elemental Burst regenerates **4/4.5/5/5.5/6** Energy every 2s for 6s. Additionally, all party members will regenerate **4/4.5/5/5.5/6%** HP every 2s for this duration.
Royal Grimoire 	Base ATK: 44 / 565	ATK %: 6 / 27.6	Upon damaging an opponent, increases CRIT Rate by **8/10/12/14/16%**. Max 5 stacks. A CRIT hit removes all stacks.
Sacrificial Fragments 	Base ATK: 41 / 454	EM: 48 / 221	After damaging an opponent with an Elemental Skill, the skill has a **40/50/60/70/80%** chance to end its own CD. Can only occur once every **30/26/22/19/16s**.
Solar Pearl 	Base ATK: 42 / 510	Crit Rate %: 6 / 27.6	Normal Attack hits increase Elemental Skill and Elemental Burst DMG by **20/25/30/35/40%** for 6s. Likewise, Elemental Skill or Elemental Burst hits increase Normal Attack DMG by **20/25/30/35/40%** for 6s.
The Widsith 	Base ATK: 42 / 510	Crit Damage %: 12 / 55.1	When a character takes the field, they will gain a random theme song for 10s. This can only occur once every 30s. Recitative: ATK is increased by **60/75/90/105/120%**. Aria: Increases all Elemental DMG by **48/60/72/84/96%**. Interlude: Elemental Mastery is increased by **240/300/360/420/480**.
Frostbearer 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Hitting an opponent with Normal and Charged Attacks has a **60/70/80/90/100%** chance of forming and dropping an Everforst icicle above them, dealing **80/95/110/125/140%** AoE ATK DMG. opponents affected by Cryo are dealt **200/240/280/320/360%** ATK DMG. Can only occur once every 10s.
Wine and Song 	Base ATK: 44 / 565	ER %: 6.7 / 30.6	Hitting an opponent with a Normal Attack decreases the stamina consumption of sprint or alternate sprint by **14/16/18/20/22%** for 5s. Additionally, using a sprint or alternate sprint ability increases ATK by **20/25/30/35/40%** for 5s.
Dodoco Tales 	Base ATK: 41 / 454	ATK %: 12 / 55.1	Normal Attack hits on opponenets increase Charged Attack DMG by **16/20/24/28/32%** for 6s. Charged Attack hits on opponents increase ATK by **8/10/12/14/16%** for 6s.

Hakushin Ring 	Base ATK: 44 / 565	ER %: 6.7 / 30.6	After the character equipped with this weapon triggers an electro elemental reaction, nearby party members of an Elemental Type involved in the elemental reaction receive a **10/12.5/15/17.5/20%** Elemental DMG Bonus for their element, lasting 6s. Elemental Bonuses gained in this way cannot be stacked.

3

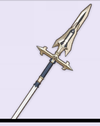
Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Emerald Orb 	Base ATK: 40 / 448	EM: 20 / 94	Upon causing a Vaporize, Electro-Charged, Frozen, or a Hydro-infused Swirl reaction, increases Base ATK by **20/25/30/35/40%** for 12s.
Magic Guide 	Base ATK: 38 / 354	EM: 41 / 187	Increases DMG against enemies affected by Hydro or Electro by **12/15/18/21/24%**.
Otherwordly Story 	Base ATK: 39 / 401	ER %: 8.5 / 39	Each Elemental Orb or Particle collected restores **1/1.25/1.5/1.75/2% HP**.
Thrilling Tales of Dragon Slayers 	Base ATK: 39 / 401	HP %: 7.7 / 35.2	When switching characters, the new character taking the field has their ATK increased by **24/30/36/42/48%** for 10s. This effect can only occur once every 20s.
Twin Nephrite 	Base ATK: 40 / 448	Crit Rate %: 3.4 / 15.6	Defeating an enemy increases Movement SPD and ATK by **12/14/16/18/20%** for 15s.

5

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Vortex Vanquisher 	Base ATK: 46 / 608	ATK %: 10.8 / 49.6	Increases Shield Strength by **20/25/30/35/40%**. Scoring hits on opponents increases ATK by **4/5/6/7/8%** for 8s. Max 5 stacks. Can only occur once every 0.3s. While protected by a shield, this ATK increase effect is increased by 100%.
Primordial Jade Winged Spear 	Base ATK: 48 / 674	Crit Rate %: 4.8 / 22.1	On hit, increases ATK by **3.2/3.9/4.6/5.3/6.0 %** for 6s. Max 7 stacks. This effect can only occur once every 0.3s. While in possession of the maximum possible stacks, DMG dealt is increased by **12/15/18/21/24%**.
Skyward Spine 	Base ATK: 48 / 674	ER %: 8 / 36.8	Increases CRIT Rate by **8/10/12/14/16%** and increases Normal ATK SPD by 12%. Additionally, Normal and Charged Attacks hits on enemies have a 50% chance to trigger a vaccuum blade that deals **40/55/70/85/100%** of ATK as DMG in a small AoE. This effect can occur no more than once every 2s.
Staff of Homa 	Base ATK: 46 / 608	Crit DMG %: 14.4 / 66.2	HP increased by **20/25/30/35/40%**. Additionally, provides an ATK bonus based on **0.8/1/1.2/1.4/1.6%** of the wielder's max HP. When the wielder's HP is less than 50%, this ATK bonus is increased by an additional **1/1.2/1.4/1.6/1.8%** of max HP.
Engulfing Lightning	Base ATK: 46 / 608	ER %: 12 / 55.1	ATK increased by 28% of Energy Recharge over the base 100%. You can gain a maximum bonus of 80% ATK. Gain 30% Energy Recharge for 12s after using an Elemental Burst.

4

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Blackcliff Pole 	Base ATK: 42 / 510	Crit DMG%: 12 / 55.1	After defeating an enemy, ATK is increased by **12/15/18/21/24%** for 30s. This effect has a maximum of 3 stacks, and the duration of each stack is independent of the others.
Crescent Pike 	Base ATK: 44 / 565	Physical DMG %: 7.5 / 34.5	After picking up an Elemental Orb/Particle, Normal and Charged Attacks deal an additional **20/25/30/35/40%** ATK as DMG for 5s.

Deathmatch 	Base ATK: 41 / 454	Crit Rate %: 8 / 36.8	If there are at least 2 enemies nearby, ATK is increased by **16/20/24/28/32%** and DEF is increased by **16/20/24/28/32%**. If there are less than 2 enemies nearby, ATK is increased by **24/30/36/42/48%**.
Dragon's Bane 	Base ATK: 41 / 454	EM: 48 / 221	Increases DMG against enemies affected by Hydro or Pyro by **20/24/28/32/36%**.
Favonious Lance 	Base ATK: 44 / 565	ER %: 6.7 / 30.6	CRIT hits have a **60/70/80/90/100%** chance to generate 3 Clear Particles, which will regenerate 6 Energy for the character. Can only occur once every **12/10.5/9/7.5/6s**.
Prototype Starglitter 	Base ATK: 42 / 510	ER %: 10 / 45.9	After using an Elemental Skill, increases Normal and Charged Attack DMG by **8/10/12/14/16%** for 12s. Max 2 stacks.
Royal Spear 	Base ATK: 44 / 565	ATK %: 6 / 27.6	Upon damaging an enemy, increases CRIT Rate by **8/10/12/14/16%**. Max 5 stacks. A CRIT hit removes all stacks.
Dragonspine Spear 	Base ATK: 41 / 454	Physical DMG %: 15 / 69	Hitting an opponent with Normal and Charged Attacks has a **60/70/80/90/100%** chance of forming and dropping an Everforst icicle above them, dealing **80/95/110/125/140%** AoE ATK DMG. opponents affected by Cryo are dealt **200/240/280/320/360%** ATK DMG. Can only occur once every 10s.
Lithic Spear 	Base ATK: 44 / 565	ATK %: 6 / 27.6	For every character in the party who hails from Liyue, the character who equips this weapon gains **7/8/9/10/11%** ATK increase and **3/4/5/6/7%** CRIT Rate increase. This effect stacks up to 4 times.
Kitain Cross Spear 	Base ATK: 44 / 565	EM: 24 / 110	Increases Elemental Skill DMG by **6/7.5/9/10.5/12%**. After Elemental Skill hits an opponent, the character loses 3 Energy but regenerates **3/3.5/4/4.5/5** Energy every 2s for the next 6s. This effect can occur once every 10s. Can be triggered even when the character is not on the field.
The Catch	Base ATK: 42 / 510	ER %: 10 / 45.9	Increases Elemental Burst DMG by 16% and Elemental Burst CRIT Rate by 6%.

3

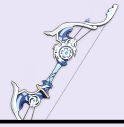
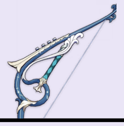
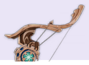
Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Black Tassel 	Base ATK: 38 / 354	HP %: 10.2 / 46.9	Increases DMG against slimes by **40/50/60/70/80%**.
Halberd 	Base ATK: 40 / 448	ATK %: 5.1 / 23.4	Normal Attacks deal an additional **160/200/240/280/320% DMG**. Can only occur once every 10s.
White Tassel 	Base ATK: 39 / 401	Crit Rate %: 5.1 / 22.1	Increased Normal Attack DMG by **24/30/36/42/48%**.

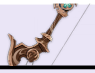
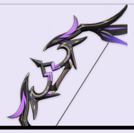
5

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Skyward Harp 	Base ATK: 48 / 674	Crit Rate %: 4.8 / 22.1	Increases CRIT DMG by **20/25/30/35/40%**. Hits have a **60/70/80/90/100%** chance to inflict a small AoE attack, dealing 125% Physical ATK DMG. Can only occur once every **4/3.5/3/2.5/2s**.
Amos' Bow 	Base ATK: 46 / 608	ATK %: 10.8 / 49.6	Increases Normal Attack and Aimed Shot DMG by **12/15/18/21/24%**. Increases DMG from arrows shot by a further **8/10/12/14/16%** for every 0.1s that the arrow is in flight, up to 0.5s.
Elegy for the End 	Base ATK: 46 / 608	ER %: 12 / 55.1	A part of the "Millennial Movement" that wanders amidst the winds. Increases Elemental Mastery by **60/75/90/105/120**. When the Elemental Skills or Elemental Bursts of the character wielding this weapon hit opponents, that character gains a Sigil of Remembrance. This effect can be triggered once every 0.2s and can be triggered even if said character is not on the field. When you possess 4 Sigils of Remembrance, all of them will be consumed and all nearby party members will obtain the "Millennial Movement: Farewell Song" effect for 12s. "Millennial Movement: Farewell Song" increases Elemental Mastery by **100/125/150/175/200** and increases ATK by **20/25/30/35/40%**. Once this effect is triggered, you will not gain Sigils of Remembrance for 20s. Of the many effects of the "Millennial Movement," buffs of the same type will not stack.
Thundering Pulse 	Base ATK: 46 / 608	Crit DMG: 14.4 / 66.2	Increases ATK by **20/25/30/35/40%** and grants the might of the Thunder Emblem. At stack levels 1/2/3, the Thunder Emblem increases Normal Attack DMG by **(12/24/40)/(15/30/50)/(18/36/60)/(21/42/70)/(24/48/80)%**. The character will obtain 1 stack of Thunder Emblem in each of the following scenarios: Normal Attack deals DMG (stack lasts 5s), casting Elemental Skill (stack lasts 10s); Energy is less than 100% (stack disappears when Energy is full). Each stack's duration is calculated independently.

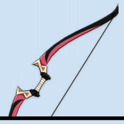
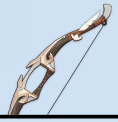
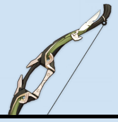
4

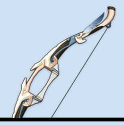
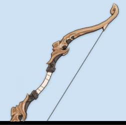
Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Blackcliff Warbow 	Base ATK: 44 / 565	Crit DMG %: 8 / 36.8	After defeating an enemy, ATK is increased by **12/15/18/21/24%** for 30s. This effect has a maximum of 3 stacks, and the duration of each stack is independent of the others.
Favonius Warbow			CRIT hits have a **60/70/80/90/100%** chance to generate 3 Clear Particles, which will regenerate 6

	Base ATK: 41 / 454	ER %: 13.3 / 61.3	Energy for the character. Can only occur once every **12/10.5/9/7.5/6s**.
Prototype Crescent 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Aimed Shot hits on weak points increase Movement SPD by 10% and ATK by **36/45/54/63/72%** for 10s.
Royal Bow 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Upon damaging an opponent, increases CRIT Rate by **8/10/12/14/16%**. Max 5 stacks. A CRIT hit removes all stacks.
Compound Bow 	Base ATK: 41 / 454	Physical DMG %: 15 / 69	Normal Attack and Aimed Shot hits increase ATK by **4/5/6/7/8%** and Normal Attack SPD by **1.2 /1.5/1.8/2.1/2.4%** for 6s. Max 4 stacks. Can only occur once every 0.3s.
Rust 	Base ATK: 42 / 510	ATK %: 9 / 41.3	Increases Normal Attack DMG by **40/50/60/70/80%** but decreases Aimed Shot DMG by **10%**.
Sacrificial Bow 	Base ATK: 44 / 565	ER %: 6.7 / 30.6	After damaging an opponent with an Elemental Skill, the skill has a **40/50/60/70/80%** chance to end its own CD. Can only occur once every **30/26/22/19/16s**.
The Stringless 	Base ATK: 42 / 510	EM: 36 / 165	Increases Elemental Skill and Elemental Burst DMG by **24/30/36/42/48%**.
The Viridescent Hunt 	Base ATK: 42 / 510	Crit Rate %: 6 / 27.6	Upon hit, Normal and Aimed Shot Attacks have a 50% chance to generate a Cyclone, which will continuously attract surrounding enemies, dealing **40/50/60/70/80%** of ATK as DMG to these enemies every 0.5s for 4s. This effect can only occur once every **14/13/12/11/10s**.
Windblume Ode 	Base ATK: 42 / 510	EM: 36 / 165	After using an Elemental Skill, recieve a boon from the ancient wish of the Windblume, increasing ATK by **16/20/24/28/32%** for 6s.

			
Alley Hunter 	Base ATK: 44 / 565	ATK %: 6 / 27.6	While the character equipped with this weapon is in the party but not on the field, their DMG increases by **2/2.5/3/3.5/4%** every second up to a max of **20/25/30/35/40%**. When the character is on the field for more than 4s, the aforementioned DMG buff decreases by **4/5/6/7/8%** per second until it reaches 0%.
Mitternachts Waltz 	Base ATK: 42 / 510	Physical DMG %: 11.3 / 51.7	Normal Attacks hits on opponents increase Elemental Skill DMG by **20/25/30/35/40%** for 5s. Elemental Skill hits on opponents increase Normal Attack DMG by **20/25/30/35/40%** for 5s.
Hamayumi 	Base ATK: 41 / 454	ATK %: 12 / 55.1	Increases Normal Attack DMG by **16/20/24/28/32%** and Charged Attack DMG by **12/15/18/21/24%**. When the equipping character's Energy reaches 100%, this effect is increased by 100%.
Predator	Base ATK: 42 / 510	ATK %: ? / 41.3	Dealing Cryo DMG to opponents increases this character's Normal and Charged Attack DMG by **10/?/?/?/?%** for 6s. This effect can have a maximum of 2 stacks. Additionally, when Aloy equips Predator, ATK is increased by **66/?/?/?/?**. Effective for players on "PlayStation Network" only.

3

Name	Main Stat(1/90)	Sub Stat(1/90)	Passive(R1/R5)
Messenger 	Base ATK: 40 / 448	Crit DMG %: 6.8 / 31.2	Aimed Shot hits on weak spots deal an additional **100/125/150/175/200%** ATK DMG as CRIT DMG. Can only occur once every 10s.
Raven Bow 	Base ATK: 40 / 448	EM: 20 / 94	Increases DMG against enemies affected by Hydro or Pyro by **12/15/18/21/24%**.
Recurve Bow 	Base ATK: 38 / 354	HP %: 10.2 / 46.9	Defeating an opponent restores **8/10/12/14/16% HP**.
Sharpshooter's Oath			Increases DMG against weak spots by **24/30/36/42/48%**.

	Base ATK: 39 / 401	Crit DMG %: 10.2 / 46.9	
Slingshot 	Base ATK: 38 / 354	Crit Rate %: 6.8 / 31.2	If a Normal Attack or Aimed Shot hits a target within 0.3s of being fired, increases DMG by **36/42/48/54/60%**. Otherwise, it decreases DMG by 10%.

3 ARTIFACT SETS

ARTIFACT SET	SET BONUSES	
	2-PIECES	4-PIECES
Adventurer 	Max HP increased by 1,000	Opening a chest regenerates 30% Max HP over 5s
Lucky Dog 	DEF increased by 100	Picking up Mora restores 300 HP
Traveling Doctor 	Increases incoming healing by 20%	Using Elemental Burst restores 20% HP

4 ARTIFACT 1 SETS

ARTIFACT SET	1 SET BONUSES	
Prayers for Wisdom 	Affected by Electro for 40% less time	**These artifacts only have one set bonuses and are dropped by their respective element elite boss.** **These artifacts are Circlet of logos only (headpiece)**
Prayers to Springtime 	Affected by Cryo for 40% less time	

Prayers for Illumination 	Affected by Pyro for 40% less time	
Prayers for Destiny 	Affected by Hydro for 40% less time	

4 ARTIFACT SETS

ARTIFACT SET	**SET BONUSES**	
	2-PIECES	**4-PIECES**
Instructor 	Increases Elemental Mastery by 80	After causing an elemental reaction, increases all party members' Elemental Mastery by 120 for 8s
Berserker 	Crit Rate +12%	When HP is below 70%, Crit Rate increases by an additional 24%
The Exile 	Energy Recharge +20%	Using an Elemental Burst regenerates 2 Energy for all party members (excluding the wearer) every 2s for 6s. This effect cannot stack. (the in-game description is incorrect)
Resolution of Sojourner 	ATK +18%	Increases Charged Attack CRIT Rate by 30%
Martial Artist		After using Elemental Skill, increases Normal Attack and

	Increases Normal Attack and Charged Attack DMG by 15%	Charged Attack DMG by 25% for 8s
Defender's Will 	DEF +30%	Increases Elemental RES by 30% for each element present in the party(the in-game description is incorrect)
Tiny Miracle 	All Elemental RES by 20%	Incoming elemental DMG increases corresponding Elemental RES by 30% for 10s. Can only occur once every 10s
Brave Heart 	ATK +18%	Increases DMG by 30% against enemies with more than 50% HP
Gambler 	Elemental Skill DMG increased by 20%	Defeating an enemy has 100% chance to remove Elemental Skill CD. Can only occur once every 15s
Scholar 	Energy Recharge +20%	Gaining Energy gives 3 Energy to all party members who have a bow or a catalyst equipped. Can only occur once every 3s

5 ARTIFACT SETS

ARTIFACT SET	SET BONUSES	
	2-PIECES	4-PIECES
Gladiator's Finale 	ATK +18%	If the wielder of this artifact set uses a Sword, Claymore, or Polearm, increases their Normal attack DMG by 35%.

Maiden Beloved 	Character Healing Effectiveness +15%	Using an Elemental Skill or Burst increases healing recieved by all party members by 20% for 10s.
Noblesse Oblige 	Elemental Burst DMG +20%	Using an Elemental Burst increases all party members' ATK by 20% for 12s. This effect cannot stack.
Bloodstained Chivalry 	Physical DMG +25%	After defeating an opponent, increases Charged Attack DMG by 50%, and reduces its Stamina cost to 0 for 10s.
Wanderer's Troupe 	Elemental Mastery +80	Increases Charged Attack DMG by 35% if the character uses a Catalyst or Bow.
Viridescent Venerer 	Anemo DMG Bonus +15%	Increases Swirl DMG by 60%. Decreases opponent's Elemental RES to the element infused in the Swirl by 40% for 10s.
Thundering Fury 	Electro DMG Bonus +15%	Increases damage caused by Overloaded, Electro-Charged, and Superconduct DMG by 40%. Triggering such effects decreases Elemental Skill CD by 1s. Can only occur once every 0.8s.
Thundersoother 	Electro RES increased by 40%	Increases DMG against enemies affected by Electro by 35%.
Crimson Witch of Flames		Increases Overloaded and Burning DMG by 40%. Increases Vaporize and Melt DMG by 15%. Using an Elemental Skill

	Pyro DMG Bonus +15%	increases 2-Piece Set effects by 50% for 10s. Max 3 stacks.
Lavawalker 	Pyro RES increased by 40%	Increases DMG against enemies that are Burning or affected by Pyro by 35%.
Archaic Petra 	Geo DMG Bonus +15%	Upon obtaining a crystal created through a Geo Elemental reaction, all party members gain 35% damage bonus for that particular element for 10s. Only one form of elemental DMG can be gained in this manner at any one time.
Retracing Bolide 	Increases Shield Strength by 35% Note: Shield Strength is a stat, thus only works for the character equipped with Retracing Bolide artifacts.	Gain an additional 40% Normal and Charged Attack DMG while under the protection of a shield.
Heart of Depth 	Hydro DMG Bonus +15%	After using elemental skill, increases Normal Attack and Charged Attack DMG by 30% for 15s.
Blizzard Strayer 	Cryo DMG Bonus +15%	When a character attacks an enemy affected by Cryo, their CRIT Rate is increased by 20%. If the enemy is Frozen, CRIT Rate is increased by an additional 20%.
Tenacity of the Millelith 	HP +20%	When an Elemental Skill hits an opponent, the ATK of all nearby party members is increased by 20% and their Shield Strength is increased by 30% for 3s. This effect can be triggered once every 0.5s. This effect can still be triggered even when the character who is using this artifact set is not on the field.
Pale Flame		When an Elemental Skill hits an opponent, ATK is increased

	Physical DMG +25%	by 9% for 7s. This effect stacks up to 2 times and can be triggered once every 0.3s. Once 2 stacks are reached the 2 set effect is increased by 100%.
Emblem of Severed Fate 	Energy Recharge +20%	Increases Elemental Burst DMG by 25% of Energy Recharge. A maximum of 75% bonus DMG can be obtained in this way.
Shimenawa's Reminiscence 	ATK +18%	When casting an Elemental Skill, if the character has 15 or more Energy, they lose 15 Energy and Normal/Charged/Plunging Attack DMG is increased by 50% for 10s.

General Character Builds Credits

If you have any feedback, questions or comments please use this survey: https://tinyurl.com/GIHelperTeamCBSurvey

Sections Maintained by

Potaaato

Potaaato#4410

Folie

Folie#3334

Luosen

Luo#1337

Shiro

vibe checker#5502

[Creed]

Creed

NiceneKreed#6381

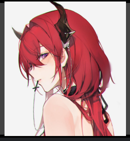
Adeptus

Adeptus#5461

Tyler

Tyler_Bot#6631

Larry



LarryTheCableGuy#7387

Berky

わかない#1860

Ascarotte

Ascarotte#0069

2ri

2ri#0945

Hyper

HyperActiveSugar#2418

Extensive References

ZΛNTO

ZΛNTO#4984

paraszczak

paraszczak#0148

itsjaeYOU

itsjaeYOU#2868

ArchedNosi

ArchedNosi#1484

Braxophone

Braxophone#5250

LeafOnTheWind

LeafOnTheWind#9931

Ender

Ender#1359

arashi

HE WANTS
EARS TOO...

arashi#2449

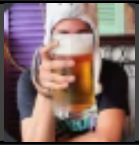
Kleeful

KleefulFrames#6735

IonFox

IonFox#8887

HailCorporate



HailCorporate#2970

jd baby

jd baby#6541

Mast.Ros

Mast.Ros#3302

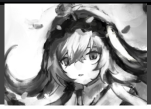
JohnM

JohnM#8618

Konα

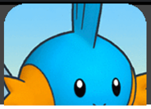
Konα#3196

Parararara



velo

mildvertex



Special Thanks

Jinjinx

Youtube

Doug

Doug#8888

Other Contributors

Miss Ahri

Dreamslayer Ahri #9122

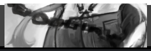
Enku

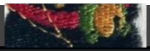
Enku#8746

Dandi

Dandi#2113

Gian


Parararara#2704


velo#5034

mildvertex#7703

Xochitl

Xochitl#6571

Arby

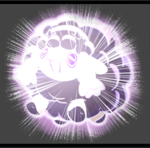
Arby#6637

Quincy

Quincy#6965

Ayzel

Ayzel#7399

Elijam

elijam#7142

Xandy

xandy#7124

Gianity#1311

Dawn

Dawn#1610

Judgement

Judgement#6360